



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Chasing Trouble
A Meta-regional Adventure
Set in Iuz's Border States

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,050xp; 9,900gp

Scabbard of Valor: This item appears made for an axe, but will fit whatever axe, sword or dagger is touched to it. It keeps any weapon stored inside sharp and clean. Up to three times a day, the user may utter the command word to invoke a bless weapon spell on the weapon inside. In addition, a cleric or paladin of Heironeous may utter the command word to invoke the effects of a Bane vs. Undead weapon once per week, which will last for an hour. Caster level: 5th; Prerequisites: Craft Wondrous Item, Bless Weapon, Summon Monster I. Price: 11,200 gp.

Disfavor of the Church of Heironeous: This PC has earned the anger of the church by keeping a holy item stolen from their temple, the Scabbard of Heironeous. No future favors can be earned with this church, nor influence used, until the item is returned (mark off gold piece value of the item) and appropriate atonement made. This would involve services to the church costing 2 TU. For worshippers of Heironeous, this would require an atonement spell as well.

Influence with the Church of St. Cuthbert: For aiding the injured at their festival in Crockport, this PC has an influence point with the church of St. Cuthbert in Crockport. Other churches of St. Cuthbert may, at the DM's discretion, also honor this influence point.

Favor of the Church of Heironeous: This PC is given a small axe shaped pin by the church of Heironeous, which will automatically discharge once they are injured between -5 and -9 hit points. Upon discharge, the pin will bestow the effect of a maximized cure serious wounds (11th level caster) on the PC. For PCs of lawful or good alignment, the pin will also activate a sanctuary spell. If the PC is a follower of Heironeous, it will activate a magic circle versus evil spell rather than the sanctuary spell. The magic of the pin is spent after one use and the judge must cross it off.

Church Inquisitor: This PC has successfully investigated and uncovered corruption in the church of Heironeous in Crockport, Furyondy. As such, the PC has met the special requirement for Church Inquisitor for a follower of Heironeous.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 8:

- +1 Keen Rapier (Adventure, DMG)
Wand of Cure Light Wounds (Adventure, DMG)
Scabbard of Valor (Metaregional, see above)

APL 10: (All of APL 8 plus the following)

- Wand of Mirror Image (Adventure, DMG)
Boots of Striding and Springing (Adventure, DMG)

APL 12: (All of APLs 8-10 plus the following)

- Figurine of Wondrous Power - Bronze Griffon (Adventure, DMG)

APL 14: (All of APLs 8-12 plus the following)

- Periapt of Wisdom +6 (Adventure, DMG)

APL 16: (All of APLs 8-14 plus the following)

- Ring of Evasion (Adventure, DMG)
Wand of Fireball (5th level caster, Adventure, DMG)
Cloak of Resistance +2 (Adventure, DMG)

Lifestyle

- None
Standard (12 gp x TU)
Rich (50 gp x TU)
Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 or 2 TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL