



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Stepping into the Parlor

A Metaregional 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 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

Apprentice's Ring: This slim copper band allows the wearer to cast the following spells once per day each as though the wearer was a first level sorcerer...

Faint varied; CL 3rd; Craft Wondrous Item, detect magic, detect poison, message, prestidigitator; Price: 990 gp.

Favor of Kaquazel the Snake: You have rescued Kaquazel the Snake from the Old One's Court. For this aid, the seer has gifted you with small snake scale as a sign of his favor...

Potion of embrace the wild: As per the spell embrace the wild from Masters of the Wild, p. 87. A PC may only purchase one of these potions.

Faint Transmutation; CL 5th; Brew Potion, embrace the wild; Price: 750 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 10:

- Amulet of Mighty Fists +1 (Adventure, DMG)
Apprentice's Ring (Adventure, see above)
Lesser Silent Meta-magic Rod (Adventure, DMG)
Masterwork adamantine short sword (Adventure, DMG)
Ring of Counterspells (Adventure, DMG)

APL 12: (All of APL 10 plus the following)

- Adamantine short sword +1 (Adventure, DMG)
Incandescent Blue Ioun (Adventure, DMG)

APL 14: (All of APLs 10-12 plus the following)

- Amulet of Health +4 (Adventure, DMG)
Belt of Giant Strength +4 (Adventure, DMG)
Chain Shirt of Shadow +1 (Adventure, DMG)
Potion of embrace the wild (Adventure, see above, Limit One)

APL 16: (All of APLs 10-14 plus the following)

- Orange Prism Ioun Stone (Adventure, DMG)
Potion of greater magic fang +3 (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

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

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

GP FINAL GP TOTAL