



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
A Pit Too Far
A Regional Adventure
Set in Perrenland

Play Notes:

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

Home Region

Event: Date:

DM: Signature RPGA #



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Favour of the Pit: Your PC has earned the favour of the Pit of Neijmargen. As a result of this favour your PC is exempt from paying up-keep in any Perrenland regional scenario. In addition your PC now lives in style off a small percentage of the total takings of the mining operation that is now happening in the Pit of Neijmargen. This means your PC has Luxury up-keep in Perrenland.

Or if this does not fit well with your PC then you may gift this back to the Khund folk and in gratitude Barandon appoints you to the ranks of Unter-Graf of Khundholm in a formal ceremony. As an Unter-Graf you are charged with the protection of the folk of Khundholm, the Haigh-Righ and the Lower Halls. Get the DM to cross out the top section and sign at the bottom of this section.

DM's Signature

Gnome Vale Blue Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one Gnome Vale blue gemstone.

The Magical Tome of Urdon Oosterkhund, The Wizard Righ: This Red Dragon hide, brass-bound tome contains the following spells. (80 page book.) Value 8700gp.

- 1st - Animate Rope, Expeditionary Retreat, Feather Fall, Identify, Orb of Sound, Lesser*; 2nd - Arcane Lock, Detect Thoughts, Fireburst*, Levitate, Rope Trick, Whispering Wind; 3rd - Deep Slumber, Keen Edge, Mage Armour, Greater*, Protection from Energy; 4th - Anticipate Teleportation*, Dimension Door, Solid Fog, Wall of Ice; 5th - Fabricate, Hold Monster, Servant Horde*; 6th - Brilliant Blade*, Stone to Flesh; 7th - Delayed Blast Fireball, Energy Immunity*

*Spells from Complete Arcane

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 2-4

- Potion of resist energy (fire 20)(Adventure, DMG)
Potion of greater mage armor(Adventure, 775 gp, Complete Arcane)
The Magical Tome of Urdon Oosterkhund(Regional, see above)

APLs 6-10 (all of APL s 2-4 plus the following)

- +2 greatsword(Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- Bracers of armor +4(Adventure, DMG)
Scroll of summon monster IV(Adventure, DMG)
Wand of magic missile (9th level)(Adventure, DMG)
+2 keen greatsword(Adventure, DMG)
Ring of major energy resistance (fire)(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 Item

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 Subtotal

GP FINAL GP TOTAL

TU

Starting TU

I 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