



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed
The Fate of the Lina Gersiten
A Regional Adventure
Set in Perrenland

Play Notes:

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

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

Gratitude of The Voice: For your assistance, The Voice will arrange crafters to upgrade one stat boost item by +2 when you require it. Normal upgrade costs apply for this upgrade.

Gratitude of the Vestmeers: The Vestmeers have arranged mentoring for you so that you gain access the legendary captain prestige class, and the Great Captain and Windsinger feats, all from Stormwrack.

Favour of The Voice: As a benefit of membership, The Voice has granted regional access to the items marked with a * below.

Favour of the Grove: As a benefit of membership, the Grove has granted regional access to the items marked with a # below.

Auchfahnlein Resigner's Recommendation: As promised, the captain will put in a good word for you at your next promotion in the Auszug or Pax.

Mask of the Swabbonwalders: This mask fits over the eyes and nose, taking up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* up to twice a day and *endure elements* once a day. The effect can be shared with familiars and animal companions that stay close. Someone else can also speak the command word and activate the mask once it is donned (e.g. by an animal companion).

Faint transmutation and abjuration, CL 6th; Craft Wondrous Item, *water breathing*, *endure elements*, Price 13320gp.

TU

Starting TU

I TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- ❖ *Mask of the Swabbonwalders* (Regional, see above)
- ❖ *Circlet of persuasion* (Adventure, DMG)*
- ❖ *Cloak of resistance +2* (Adventure, DMG)#
- ❖ *Lens of detection* (Adventure, DMG)#
- ❖ *Mac-Fuirmidh cithern* (Adventure, Complete Arcane)*
- ❖ *Mithral breastplate* (Adventure, DMG)
- ❖ *Wand of cure light wounds* (Adventure, DMG)

APL 6 (all of APL 4 plus the following)

- ❖ *Cloak of resistance +3* (Adventure, DMG)#
- ❖ *Ring of mind shielding* (Adventure, DMG)*
- ❖ *Vest of resistance +2* (Adventure, Complete Arcane)

APL 8 (all of APLs 4-6 plus the following)

- ❖ *+2 buckler* (Adventure, DMG)
- ❖ *Druid's vestments* (Adventure, DMG)#

APLs 10-12 (all of APLs 4-8 plus the following)

- ❖ *+1 ghost touch rapier* (Adventure, DMG)
- ❖ *Lesser metamagic rod of extend* (Adventure, DMG)
- ❖ *Ring of protection +2* (Adventure, DMG)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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

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

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