



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

If the Towers Should Fall

A Regional Adventure
Set in The Shield Lands

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 6

max 900xp; 800gp
(max 1,260xp; 1,200gp)

APL 8

max 1,125xp; 1,250gp
(max 1,575xp; 1,875gp)

APL 10

max 1,350xp; 2,100gp
(max 1,890xp; 3,150gp)

APL 12

max 1,575xp; 3,000gp
(max 2,205xp; 4,500gp)

APL 14

max 1,800xp; 6,000gp
(max 2,520xp; 9,000gp)

Oldria's Favor:

The PC's subtle and discreet negotiations for passage aboard the Black Sparrow impressed Oldria. She tends to remember those who impress her (it being a rare occurrence) and offers future assistance in one of three ways:

- +6 Gather Information check.
- +6 Disguise check.
- +6 Forgery check.

The PC may take advantage of any one of the three once during an event set in a Shield Lands regional event or an Iuz meta-regional event which takes place in the Shield Lands. The PC may request that Oldria assist one of his companion instead of himself. This assistance can only be used once and should then be crossed of the Adventure Record.

Eórsidh's Leather Pouch:

You have received a small, nondescript leather pouch from Eórsidh. She did not explain what it is, or why it will not open, but she asked that you protect it with your life. In the cryptic way wizards are so fond of she told you "When the time is right, you will know what to do with this."

This item is given to one PC by Eórsidh based on criteria listed in Encounter Nine. Only one PC per table can obtain this item. It has no current value or use, but may be very important in later Shield Lands' regional events.

Value: Unknown. Cost: 0 gp. Frequency: Unique

Extended Play Option

This adventure includes the opportunity for extended play. PCs that take this option must pay one additional TU (two for out of region) and use the max xp and max gp values in parenthesis located to the right. This text should be crossed off if the PC did not partake in the extended play option.

TU

Starting TU

1, 2, 4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6:

- ❖ Elemental Gem (Earth) *(Adventure, DMG)

APL 8: (all of APL 6 plus the following)

- ❖ Bracers of Armor +3 (Adventure, DMG)
- ❖ Druid's Vestments *(Adventure, DMG)
- ❖ Pearl of Power (1st level) *(Adventure, DMG)

APL 10: (all of APLs 6-8 plus the following)

- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Candle of Invocation (Neutral) *(Adventure, DMG)

APL 12: (all of APLs 6-10 plus the following)

- ❖ +2 Studded Leather Armor (Adventure, DMG)
- ❖ Pearl of Power (3rd level) *(Adventure, DMG)
- ❖ Arrow of Slaying (Human) (Adventure, DMG)

APL 14: (all of APLs 6-12 plus the following)

- ❖ Bracers of Armor +4 (Adventure, DMG)
- ❖ +2 Studded Leather of Silent Moves (Adventure, DMG)
- ❖ Staff of Swarming Insects *(Adventure, DMG)

* Must have played the Gardens of Admundfort section of Encounter Two B.

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 Items

Subtract this value from your gp value