



This Record Certifies that

by _____
Played _____
Player _____ RPGA # _____

Has Completed
More Than We Bargained For
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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp; 650gp

APL 6

max 860xp; 900gp

APL 8

max 1,040xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

• **Thanks of the Tailing Adventuring Company:** The Tailing Adventuring Company out of Critwall is happy to deal with you for helping their member, Garrin the Green. For the next three adventures in Critwall, one of their members will recognize you and spread word of your honesty. Shopkeepers will be more hospitable and barmaids more polite. This effectively grants a +2 circumstance bonus to all reactions in the city.

• **Scorn of the Tailing Adventuring Company:** The Tailing Adventuring Company out of Critwall learns of your betrayal of their friend and member, Garrin the Green. For the next three adventures in Critwall city, one of their members will recognize you and go out of their way to hinder you. Shopkeepers will be less hospitable and tavern workers more rude. This effectively imposes a -2 penalty to all reactions in the city.

• **Heartless:** A dull chill has settled over your soul. Things appear less vivid, less important, less real. Touching the obelisk has obviously had a dramatic impact upon you. A Heal check, DC 15 will reveal that the character's heart seems to have stopped beating. This has two effects; First, all healing magic functions at only half strength, rounded down. For example, a cure light wounds that would normally heal nine points of damage, now only cures four. Any and all healing of a magical or supernatural variety is affected. Second, many injuries that would have disabled you prior to your incident, no longer have as great an effect upon you. Critical hits and sneak attacks fail against you 50% of the time. If this effect has not been removed through adventure events by December 31, 2006, it ends at that time.

• **Enslaved:** You have volunteered to become the slave of an evil creature. As such your days are spent in dominated bliss as you carry out evil deeds for your new master. Your alignment now shifts one more degree towards evil – if you were good, your moral alignment becomes neutral; if you were neutral, you are removed from play permanently. You quickly become numb to the spilling of innocent blood and your delusions for a life of happiness have come to an end. Of course, you still have your skin ...

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Wand of grave strike* (Adventure, Complete Adventurer)
- ❖ *Headband of conscious effort* (Adventure, Complete Adventurer)
- ❖ *Sacred scabbard* (Adventure, Complete Warrior)

APL 6 (all of APL 4 plus the following)

- ❖ *Vest of resistance +2* (Adventure, CA)
- ❖ *Boots of striding and springing* (Adventure, DMG)

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

- ❖ *Cloak of the manta ray* (Adventure, DMG)
- ❖ *Staff of oaken battle* (Adventure, Complete Divine)

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

- ❖ *Lesser metamagic rod of silence* (Adventure, DMG)
- ❖ *Belt of dwarvenkind* (Adventure, DMG)

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

- ❖ *Wand of slow* (Adventure, DMG)
- ❖ *Bracers of armor +5* (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 ½ 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

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