



This Record Certifies that

by \_\_\_\_\_ Played \_\_\_\_\_  
Player RPGA #

Has Completed  
*Blood and Rain*  
A Regional Adventure  
Set in The Shield Lands

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_  
Signature RPGA #

Play Notes:

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

Home Region \_\_\_\_\_



Adventure Record#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 300gp

APL 4

max 675xp; 450gp

APL 6

max 900xp; 600gp

APL 8

max 1,125xp; 900gp

APL 10

max 1,350xp; 1,575gp

☛ **Prophecy:** You have had something awakened within you by the planetar. Once an adventure, you may use an *augury* at a caster level equal to your character level. However, using this gift is painful, and you suffer a -2 penalty to all attack rolls, skill checks, and ability checks for one hour following the gift's use. You lose this gift after 3 years.

☛ **Contact with Heironeous:** You have had a peaceful contact with an outsider, and also a direct representative of Heironeous. This may affect your character.

☛ **Consideration for Promotion:** If you are a member of the Standing Army of the Shield Lands when you played this adventure, you are treated as having 4 extra ranks in Profession (soldier) for determining your rank in the army. This benefit does not actually grant any ranks in Profession (soldier).

☛ **Hand of Kruptan:** Kruptan has learned you did not tell him everything you found. He has spread word of what he perceives as an "ankle-biting politically motivated attitude". You gain a -2 circumstance modifier on all Charisma based checks when dealing with members of the Standing Army of the Shield Lands.

☛ **Spoils of War:** You have been granted a first shot at any of the items listed on the AR below. You may only purchase one of any given item (i.e., only one *wand of bless*).

☛ **Shallowrose Spears:** You have access to both a +2 *spear* as well as a +1 *orc bane spear* of any legal form listed in the *Player's Handbook* (i.e., short, long, etc.) made from normal materials. This access is regional.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of bless* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Wand of hold person* (Adventure, DMG)
- ❖ *Wand of Melf's acid arrow* (Adventure, DMG)
- ❖ *Scroll of cloudkill* (Adventure, DMG)
- ❖ +1 *silent moves chain shirt* (Adventure, DMG)

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

- ❖ *Ring of protection +2* (Adventure, DMG)
- ❖ *Potion of heroism* (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ *Bracers of armor +3* (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *Adamantine battleaxe* (Adventure, DMG)
- ❖ *Minor ring of spell storing* (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