



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Cricket on the Hearth
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 4,50xp; 4,50gp

APL 4

max 6,75xp; 6,50gp

APL 6

max 9,00xp; 9,00gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Favor of Larna Shallowrose: For your help in investigating the disappearance of her sister, Larna Shallowrose will increase the enhancement on any one weapon by +1 (you must pay the difference in cost). Alternatively, she will repair for free any one sundered weapon (including the restoration of all magical enhancements), assuming all the pieces of the weapon can be provided to her. Cross off this favor when used.

Stick of the Soldier: Members of the Standing Army of the Shield Lands meta-organization may treat items below marked with an asterisk (\*) as Regional access.

Thanks of the Leathercrafters: For uncovering the foul murder of Bobero, the Leatherworker's Guild has offered to add the beastskin (CV) enchantment to any one suit of armor (you must pay the difference in cost). Cross off this favor when used.

A Painful Discovery: After suffering damage inflicted by an ooze at the old Admundfort Forge, you have developed a painful scar. For the next three adventures until it fully heals, you suffer a -4 penalty to all Charisma-based checks. However, during that time a bit of the arcana that infused the ooze resides in you: you may use summon monster I as a spell-like ability once per adventure (caster level 10). The scar and all its effects may be removed by a remove curse (CL10).

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Wand of cure light wounds\* (Adventure, DMG)
Halfling skiprock (Regional, Races of the Wild)
Halfling war sling (Regional, Races of the Wild)

APL 4 (all of APL 2 plus the following)

- Vest of resistance +1 (Adventure, Complete Arcane)
Safewing emblem (Regional, Races of the Wild)

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

- +1 light fortification full plate (Adventure, DMG, 5,650 gp)
Cloak of elemental protection (Adventure, Miniatures Handbook)

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

- Vest of resistance +2 (Adventure, Complete Arcane)
Cloak of elvenkind (Adventure, DMG)

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

- +1 flaming greatsword (Adventure, DMG, 8,350 gp)
Slippers of spider climbing (Adventure, DMG)

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

- +1 moderate fortification full plate (Adventure, DMG, 17,650 gp)
Periapt of Wisdom +4 (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

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

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