



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
A Very Bad Day
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 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

Kobon the Kobold: You brought a clever but friendly kobold trapmaster back to Critwall with you from your adventures. He hides out in the sewers, mostly, eating rats and humming to himself, but is happy to help with a lock or trap. Once during an adventures in Critwall, Kobon will attempt to Search (+12) and Disable any traps found (+15) on a single door, chest, or other item for you. It takes two hours to track Kobon down, and then bring him to your location. Cross this favor off when used.

Mephit Slayer!: You struck the killing blow against Bafin the Black's favorite oozy apprentice. He will not forget this foul deed.

Destroyer of Knowledge!: You accidentally destroyed (or purposely ransacked) Bafin the Black's secret laboratory. He will remember this offense.

Enemy of Docamald: You have made an enemy of House Docamald. This may have implications in future adventures.

Trust of Roland: You have met and followed the advice of Roland Docamald of Tritherion. This may have implications in future adventures.

Thanks of Aria: The animal companion of Aria, Druid of the Northern Reaches, has begun traveling with you, because it instinctively knows that you released its master from her pain. For the next three adventures, you are accompanied by a:

- APL2: Wolf (as per Monster Manual)
APL4-6: Bear, black (as per Monster Manual)
APL8: Bear, brown (as per Monster Manual)
APL10: Dire lion (as per Monster Manual)

You gain a +4 bonus on Handle Animal checks with this animal, and it does not count towards the APL calculation of your tables. You do not gain any other druidic special abilities associated with animal companions. (Can only be earned by one PC per table.)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Scroll of swift expeditious retreat (Adventure, Spell Compendium)
Collar of obedience (Adventure, Complete Adventurer)

APL 4 (all of APL 2 plus the following)

- +1 heavy plate (Adventure, Races of Stone)
+1 dwarven warpike (Adventure, Races of Stone)
Belt of one mighty blow (Adventure, Miniatures Handbook)

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

- Songblade (Adventure, Complete Adventurer)
Ring of improved swimming (Adventure, DMG)

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

- +1 ghost touch cold iron greataxe (Adventure, DMG, 10,340 gp)
Scroll of perinarch (Adventure, Spell Compendium)
Cloak of resistance +4 (Adventure, DMG)

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

- Scroll of planar tolerance (Adventure, Spell Compendium)
Iridescent purple ioun stone (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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value

TU

Starting TU

I TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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