



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

has completed

### SHL7-07 – Home Sweet Home

A Regional adventure set in the Shield Lands



#### Play Notes:

- Gained a level \_\_\_\_\_
- Retrained \_\_\_\_\_
- Lost a level \_\_\_\_\_
- Ability Drained \_\_\_\_\_
- Died \_\_\_\_\_
- Was raised/resurrected \_\_\_\_\_
- Was reincarnated \_\_\_\_\_



Adventure Record#

# 597 CY

## ADVENTURE

#### LEVEL OF PLAY (CIRCLE ONE)

**APL 2**

max 450 xp; 450 gp

**APL 4**

max 675 xp; 650 gp

**APL 6**

max 900 xp; 900 gp

**APL 8**

max 1,125 xp; 1,300 gp

**APL 10**

max 1,350 xp; 2,300 gp

**APL 12**

max 1,575 xp; 3,300 gp

**APL 14**

max 1,800 xp; 6,600 gp

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

☛ **Grand Favor of the Seven Heavens:** Even the death of your charge could not stop you in your mission to return Allar home. In recognition of your extraordinary efforts, you now have access (any) to the following weapon enchantments: Holy, Axiomatic, Blessed, & Shock. You merely have to offer the requisite amount of GP and spend 1 TU in prayer at any good-aligned temple to use this favor.

☛ **Favor of the Seven Heavens:** For safely returning Allar to his home in the Seven Heavens, the powers that be smile on you. You may redeem this favor for one-time access to the following armor enchantments: Fire Resistance, Cold Resistance, or Electricity Resistance.

☛ **Sir Galeoth's Patronage:** For gathering proof of the illegal smuggling that the Shield Lands Merchant Guild was performing on Walpole Isle, Sir Galeoth has offered to vouch for your mettle. You gain access to one of the following prestige classes (circle): Knight of Holy Shielding or Church Inquisitor.

☛ **You Have a Secret . . .** You've been ordered to keep secret all goings-on related to Allar's presence on the Prime Material Plane. If a DM ever observes you talking about this module during an adventure, cross this favor off. It may be important in the future...

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU

TU REMAINING

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2 & 4:

- ❖ Darkwood lance (Regional; DMG; 320 gp)
- ❖ Darkwood shield (Regional; DMG; 167 gp)
- ❖ Scroll of close wounds (Adventure; SpC; 150 GP)

APL 6 & 8 (all of APLs 2-4 plus the following):

- ❖ +1 keen kukri (Regional; DMG; 8308 gp)
- ❖ Pearl of power (2<sup>nd</sup>) (Adventure; DMG)
- ❖ Wand of hail of stone (CL 3) (Adventure; SpC; 2500 gp)
- ❖ Wand of fireball (CL 5) (Regional; DMG; 11,250 gp)

APL 10 & 12 (all of APLs 2-8 plus the following):

- ❖ +1 defending lance (Regional; DMG; 8310 gp)
- ❖ +1 keen Frost kukri (Regional; DMG; 18,308 gp)
- ❖ Vibrant purple ioun stone (Regional; DMG)

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 ½ this value to your GP value

\_\_\_\_\_

#### Items Bought


Total Cost of Bought Items

\_\_\_\_\_

Subtract this value from your GP value

\_\_\_\_\_