



This Record Certifies that

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

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

has completed  
SHL7-08 – Rights and Wrongs  
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 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 # \_\_\_\_\_

Thanks of Those Saved: For saving their lives, those who you rescued from death will remember your deed. In any Shield Lands regional event, once per adventure, you may have one Open spell of 3<sup>rd</sup> level or lower cast for free (you must provide any material component and pay 5 GP/XP lost).

Badge of Revelation: You have purchased a badge of revelation from the Council of Inquisition, which provides physical proof to those seeing it of your true being.

Attention of the Council of Inquisition: Favorable / Unfavorable

Favor / Disfavor of Lord Simen Sharn

Favor / Disfavor of the Brothers of Liberty

Wanted by the Council

Law's Reward: You have turned in criminals of the Shield Lands to the Inquisition and allowed the due process of law to proceed. For your efforts, the Inquisition and those who support it have given you access to their magic, and you now have Open access to two of the following spells: mass align weapon<sup>2</sup> [lawful only], axiomatic storm<sup>2</sup>, axiomatic water<sup>2</sup>, mantle of law<sup>2</sup>, wall of law<sup>2</sup>. Also, they have given you one-time regional access to the axiomatic<sup>1</sup> weapon enhancement, along with regional access to the items below marked with a \*.

Mercy's Reward: You have turned over misguided souls to the care of a priest of Trithereon, so that they may earn penance for their misdeeds. For your act of mercy, the local followers of Trithereon have given you access to their magic, and you now have Open access to two of the following spells: mass align weapon<sup>2</sup> [chaotic only], anarchic storm<sup>2</sup>, anarchic water<sup>2</sup>, mantle of chaos<sup>2</sup>, wall of chaos<sup>2</sup>. Also, they have given you one-time regional access to the anarchic<sup>1</sup> weapon enhancement, along with regional access to the items below marked with a †.

<sup>1</sup>Dungeon Master Guide <sup>2</sup>Spell Compendium

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU

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 4:

- ❖ Blast disk (Adventure; MIC)
- ❖ Hat of disguise (Regional; DMG) †
- ❖ Inquisitor bracers (Regional; MIC; limit 1) \*
- ❖ Scroll of faith healing (Adventure; SpC; CL 1; 25 gp)

APL 6 (all of APLs 4 plus the following):

- ❖ Gloves of fortunate striking (Regional; MIC; limit 1) †
- ❖ Headband of conscious effort (Adventure; MIC; limit 1)
- ❖ Rod of sliding (Adventure; MIC)
- ❖ Stone of alarm (Regional; DMG) \*

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

- ❖ Belt of one mighty blow (Adventure; MIC)
- ❖ Lens of detection (Regional; DMG) \*
- ❖ Quicksilver boots (Adventure; MIC; limit 1)
- ❖ Vest of escape (Regional; DMG) †

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

- ❖ Incense of concentration (Adventure; MIC)
- ❖ Potion of faith healing (Adventure; SpC; CL 5; 250 gp)
- ❖ Shirt of slaadskin (Regional; MIC) †
- ❖ Shirt of the inevitable (Regional; MIC) \*

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

- ❖ Counterstrike bracers (Adventure; MIC; limit 1)
- ❖ Fiery tunic (Adventure; MIC)
- ❖ Lenses of true form (Regional; MIC) \*
- ❖ Ring of mind shielding (Regional; 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

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 Items

Subtract this value from your GP value