



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

SHL8-05 – Wrongs and Rights

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#

598 CY ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

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 # _____

Badge of Revelation

☛ **Thanks of the Council of Lords:** By spending this favor, the CoL will have 1 of the following spells placed in a special contingency upon you that can be activated as a swift action: *aid, cure moderate wounds, lesser restoration, protection from evil*. The spell is chosen at the time this favor is turned in, which must be at the start of an adventure. The contingency and spell are CL 11, and last for the duration of the adventure, or until used during that event. Cross off this portion of the favor when redeemed.

In addition, the CoL grants Regional access to the *bane* (evil outsider) weapon enchantment and the items marked ^{CoL} below.

☛ **Thanks of the Council of Inquisition:** By spending this favor, the CoI will have 1 of the following spells placed in a special contingency upon you that can be activated as a swift action: *detect evil, protection from chaos, remove paralysis, resist energy*. The spell is chosen at the time this favor is turned in, which must be at the start of an adventure. The contingency and spell are CL 11, and last for the duration of the adventure, or until used during that event.

In addition, the CoI grants Regional access to the *ghost touch* weapon enchantment and the AR items marked ^{Inq} below.

☛ **Thanks of a Mysterious Benefactor:** By spending this favor, the mysterious benefactor will have 1 of the following spells placed in a special contingency upon you person that can be activated as a swift action: *delay poison, detect law, protection from law, undetectable alignment*. The spell is chosen at the time this favor is turned in, which must be at the start of an adventure. The contingency and spell are CL 11, and last for the duration of the adventure, or until used during that event.

In addition, he grants Regional access to the *vicious* weapon enchantment and the AR items marked ^{MB} below.

☛ **Your Own Personal Tattle-tale:** You have linked yourself to an inevitable construct of Mechanus known as a Testimony of Impartial Witness. This small inevitable, a mechanical-looking cube of stone and metal approximately a foot on each side, now records your every crime that you commit based upon the written laws of the Shield Lands. Will its record of your doings cause you grief? Only time will tell...

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 6 to 8:

- ❖ +1 light fortification mithral heavy shield (Adventure; DMG; 5,170 gp)
- ❖ +1 mithral breastplate (Adventure; DMG; 5,350 gp)
- ❖ Divine scroll – heal (Adventure; DMG)
- ❖ Divine scroll – spell resistance (Adventure; DMG)
- ❖ Figurine of wondrous power - bronze griffon (Regional; DMG)^{CoL}
- ❖ Phylactery of undead turning (Regional; DMG)^{Inq}
- ❖ Planar fork - Mechanus (Adventure; 200 gp)
- ❖ Ring of mind shielding (Regional; DMG)^{MB}

APLs 10 to 14 (all of APLs 6 to 8 plus the following):

- ❖ +1 axiomatic heavy flail (Adventure; DMG; 18,315 gp)
- ❖ +1 axiomatic longsword (Adventure; DMG; 18,315 gp)
- ❖ +1 mithral breastplate of invulnerability (Adventure; DMG; 20,350 gp)
- ❖ +1 moderate fortification mithral heavy shield (Adventure; DMG; 17,170 gp)
- ❖ +3 wounding greataxe (Adventure; DMG; 50,320 gp)
- ❖ Divine scroll – shield of law (Adventure; DMG)
- ❖ Divine scroll – raise dead (Adventure; DMG)
- ❖ Lantern of revealing (Regional; DMG)^{Inq}
- ❖ Ring of x-ray vision (Regional; DMG)^{MB}
- ❖ Rod of splendor (Regional; DMG)^{CoL}

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 Items _____

Subtract this value from your GP value

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

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