



This Certificate Certifies that



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



Adventure Record#

593 CY

ADVENTURE

LEVEL OF
PLAY

(CIRCLE ONE)

APL 2

max 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6

max 900xp; 800gp

Played by _____

Player

RPGA #

Has Completed

Plague of Rage

A Regional Adventure

Set in the Duchy of Urnst

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Cross off Items NOT found

Sparrow Owes You One – This Keepers of the Vale have given the player a magical token with one of the following two benefits. The player chooses which at the end of the adventure and the DM crosses off the other.

- The next time the character is struck by a blow in combat that would normally drop his hit points to zero or less, and he is outdoors, the goddess of the halflings intervenes to help. A cloud of sparrows suddenly appears out of nowhere to distract the opponent and deflect his killing blow. The player is left with 1 hit point.
- If the character is afflicted with the Taint of the Ebon Waves (from the Duchy adventure *Dust in the Wind*), the Taint is removed. The lost skill and skill points are restored.

Lord Ellis Lorinar Pulls Some Strings – For selflessly helping a Duchy merchant, Lord Ellis has persuaded a group of Leukish wizards to magically upgrade the PCs weapons. The PCs can convince the wizards to offer more powerful upgrades by using the following influence points: House Einstoffen, House Grek, House Coriner, Grey Hood Monks, Lands of Palten, Nobles of Seltaren. Each player can purchase one upgrade and then the DM crosses this section off the AR. The DM also voids any influence points used to purchase the upgrade. This can be purchased after any regional adventure.

Original	Upgrade	Cost	Influence
+1	+2	6,000 gp	0
+2	+3	10,000 gp	2
+1 or better	flaming or frost	10,000 gp	4
+1 or better	keen	10,000 gp	6

Afflicted with the Plague of Rage – This character is still afflicted with the effects of the Ivory Toadstool spores, and his Wisdom score drops by 1 at the beginning of each subsequent adventure he plays. The ability loss is permanent. This affliction is not a disease so the ability points do not heal naturally, and *cure disease* does not get rid of it. Only spells like *restoration*, *wish*, *limited wish*, or *miracle* restore lost ability points. However, at the end of each adventure, there is a cumulative 1 in 4 chance that the PCs natural diet kills the spores. The player rolls a d4 in the presence of the DM, at the end of each game. If the result is less than, or equal to, the number of games he has been afflicted, he beats the affliction. The DM then crosses this section off the AR. If he fails, the DM records his current Wisdom score on the table below.

Games Played Since Affliction (roll less than this number to beat the affliction)	WIS score
0 Plague of Rage	
1	
2	
3	
4	

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ *Boots of Springing and Striding* (Adventure; DMG; 2,500 gp)

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

❖ *Necklace of Fireballs (Type I)* (Adventure; DMG; 1,650 gp)

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

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

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