



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

PAL7-03- Wyrmsign

A two-round regional adventure set in the Theocracy of the Pale

Play Notes:

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

Adventure Record#

597 CY ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Exposed to Wild Magic grants access to the Wild Mage PrC (CA).

Cleansed the Sacred Land This great service to the elves satisfies the special requirement for the Ruathar PrC (RW).

Disfavour of the Elves of the Gamboge You have stolen sacred relics from the elves. Any social interaction with them starts at Hostile and the best they will regard you as is Unfriendly.

Favor of Stilton Stilton has allowed you to buy some of his pappy's old magic sticks. They are listed with a * below.

Favor of Farmer Gravious You not only saved his family, but you saved his pigs. You gain free Standard Upkeep when traveling around Woodsedge, the northern Gamboge, or the southern Rakers.

Touched by Ur-Flan Energies You have been touched by the ancient and dark energies of the Ur-Flan.

Draconic Literature You may study the notes made by Apakoh and spend 1 TU per item from the following list to gain access to it:

PrC: Red (must be CN/N) or Green (must be LN/N) Dragon Disciple (DMG), Dragon Devotee, Dragonheart Mage (all RDR), Dragon Descendant, Hand of the Winged Master (all DrM)

Feat: Accelerate Metamagic, Draconic Toughness (all RDR)

Spell: gnome blight, manifest dragon heritage, sense of the dragon (all RDR), least dragonshape, lesser dragonshape, form of the desert hunter (all DrM)

Alternate Class Features: Draconic Monk (DrM), Stalwart Sorcerer (CM)

Favor of Woodsedge You have performed a great service and word of your deeds has spread. You gain a +2 circumstance bonus to all social interaction checks made with the common folk of the Pale (GM discretion).

Cursed You have been subjected to a bestow curse/greater bestow curse (circle all that apply). Until it is removed, you suffer a - to all attack rolls, ability checks, skill checks, and saving throws, and/or (circle all that apply) a - to Con/Wis (circle all that apply). Note here on which AR it was removed.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

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

- +1 mithral chain shirt (Adventure; DMG)
+1 mithral buckler (Adventure; DMG)
+1 gal-ralan (Adventure; Fiend Folio)
Rod of lesser extend (Adventure; DMG)
scroll of silent dimension door (DMG)
*wand of magic missile (cl3) (DMG)
*wand of comprehend languages (DMG)
scroll of dragonskin (SC)

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

- scroll of fell weaken magic missile (cl5) (Adventure; LM)
+2 gal-ralan (Adventure; Fiend Folio)
Elixir of hiding (Adventure; DMG)
Elixir of Sneaking (Adventure; DMG)
pearl of power 3rd level (DMG)
scroll of draconic might (SC)
*wand of false life (DMG)
*wand of mage armor (DMG)

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

- +1 light fortification bracers of armor (Adventure; DMG 4000gp)
+3 gal-ralan (Adventure; Fiend Folio)
crimson dragonhide bracers (MIC)
dimensional stride boots (MIC)
dragon mask (MIC)
ring of counterspells (DMG)
*wand of fireball (DMG)
*wand of blur (DMG)

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

- +4 gal-ralan (Adventure; Fiend Folio)
*wand of fireball (cl 10) (DMG)
*wand of resist energy (cl 7) (DMG)

TU Starting TU

2 or 4 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

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 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 Subtotal

GP FINAL GP TOTAL