



This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed GEO4-07 Return to the Barrier Peaks A Regional Adventure Set in Geoff



Play Notes:

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

Adventure Record#

594 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

APL 12 max 1,575 xp; 3,300 gp

APL 14 max 1,800 xp; 6,600 gp

APL 16 max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

Favor of King Garnett: You have returned one of the nine Gnomish Pickaxes to King Garnett, as well as valuable information about the location of another of the Axes. King Garnett rewards your valor by naming you a Friend of the Gnomes. In addition, this PC may trade in this favor for access (Frequency: Adventure) to purchase one, and only one, of the following items/upgrades (circle the one selected): deck of illusions, staff of illusion, improved slick armor special ability, sonic resistance armor/shield special ability, spell resistance (17) armor/shield special ability. Favor Level A. Mark this favor as USED when it is consumed.

Favor of Aedan of the Russet Tower: You have rescued and restored the Archmage Aedan of the Russet Tower to his sanity, for which he is reluctantly grateful. As a token of his gratitude, Aedan gifts the PCs with one of the following items: tindertwig, thunderstone, everburning torch. However, his wife Elspet approaches you later and offers you access (Frequency: Adventure) to purchase one, and only one, of the following (circle item selected, this consumes the favor): manual of quickness of action +1, wand of ray of enfeeblement (heightened 4th level), cube of frost resistance. Favor Level B. Mark this favor as USED when it is consumed.

Favor of Elaar, the Giant Eagle: Elaar is forever in your debt as you have performed the impossible and rescued his mate, Allia, from the clutches of the evil frost giant wizard, Arbrozzar. The PC with this favor has an open invitation to visit the giant eagles of the Barrier Peaks and a place to stay if they are in the area. In addition, the PC may trade in this favor for access (Frequency: Adventure) to purchase one, and only one, of the following (circle the one selected): 5 Quaal's feather tokens (bird), arcane scroll of overland flight (9th level caster), potion of resist energy (cold) 30. Favor Level D. Mark this favor as USED when it is consumed.

Arbrozzar's Spellbook

As per Boccob's blessed book, but already containing the following spells: 1st - alarm, lesser acid orb (CA), cause fear, comprehend languages, expeditious retreat, feather fall, identify, grease, mage armor, magic missile, protection from good, shield, summon monster I, Tenser's floating disk, true strike, ventriloquism; 2nd - arcane lock, bear's endurance, bull's strength, darkness, false life, fox's cunning, glitterdust, locate object, mirror image, protection from arrows, scorching ray, spectral hand, summon monster II, touch of idiocy; 3rd - blink, clairaudience/clairvoyance, dispel magic, displacement, fireball, greater magic weapon, haste, hold person, lightning bolt, nondetection, protection from energy, sleet storm, slow, summon monster III; 4th - arcane eye, confusion, dimension door, Evard's black tentacles, fire trap, greater invisibility, ice storm, lesser globe of invulnerability, phantasmal killer, polymorph, rainbow pattern, summon monster IV, wall of ice; 5th - acid fog, baleful polymorph, break enchantment, cloudkill, cone of cold, contingent energy resistance (Draconimicon), dominate person, feeblemind, Mordenkainen's private sanctum, mind fog, Rary's telepathic bond, sending, summon monster V, symbol of pain, teleport, wall of force; 6th - contingency, imbue familiar with spell-like ability, legend lore, Otiluke's freezing sphere, summon monster VI, true seeing, wall of iron; 7th - arcane sight, delayed blast fireball, energy immunity (CA), ethereal jaunt, insanity, limited wish, plane shift, prismatic spray, spell turning, teleport object, waves of exhaustion; 8th - clone, discern location, horrid wilting, mind blank, polar ray, power word stun, prismatic wall, symbol of death, symbol of insanity; 9th - time stop, energy drain, gate. Moderate transmutation; CL 7th; Prerequisites: Craft Wondrous Item (doesn't come with the spells above if crafted), secret page; Market Price: 12,500 gp; Weight: 1 lb.

TU Starting TU I OF 2 TU TU Cost - TU Added TU Costs TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

- APL 12: +1 Large Fire Resistance Mithral Buckler (Adventure, DMG), Arbrozzar's Spellbook (Adventure, see above), Amulet of Health +4 (Adventure, DMG), Arcane Scroll of Freedom (17th level caster, Adventure, DMG), Boots of the Winterlands (Adventure, DMG), Elixir of Sneaking (Adventure, DMG), Headband of Intellect +6 (Adventure, DMG), Metamagic Rod, Quicken, Lesser (Adventure, DMG), Sovereign Glue (Adventure, DMG), Wand of Magic Circle Against Good (5th level caster, Adventure, DMG)

APL 14 (APL 12 Items plus):

- +3 Large Improved Fire Resistance Mithral Buckler (Adventure, DMG), Amulet of Health +6 (Adventure, DMG), Amulet of Natural Armor +3 (Adventure, DMG), Arcane Scroll of True Seeing (11th level caster, Adventure, DMG), Boots of Levitation (Adventure, DMG), Bracers of Armor +5 (Adventure, DMG), Metamagic Rod, Quicken (Adventure, DMG), Pearl of Power - 3rd level (Adventure, DMG), Ring of Freedom of Movement (Adventure, DMG), Staff of Fire (Adventure, DMG)

APL 16 (APL 12, 14 Items plus):

- Hand of Glory (Adventure, DMG), Headband of Intellect +6 (Adventure, DMG), Ioun Stone - Orange Prism (Adventure, DMG), Pearl of Power - 4th level (Adventure, DMG), Ring of Evasion (Adventure, DMG), Ring of Spell Turning (Adventure, DMG), Ring of Wizardry (III) (Adventure, DMG), Staff of Healing (Adventure, DMG), Stone of Good Luck - Luckstone (Adventure, DMG)

XP Starting XP - XP lost or spent Subtotal + 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 Spent Subtotal + GP Gained GP

Items Sold

Items Sold Total Value of Sold Items

Add 1/2 this value to your gp value

Subtotal + GP Gained GP Subtotal + GP Gained GP

Items Bought

Items Bought Total Cost of Bought Items

Subtract this value from your gp value

GP Subtotal - GP GP Gained GP FINAL GP TOTAL