

This Record Certifies that

Played by _____
Player RPGA #

Has Completed
GEO6-05 A Gathering of Shadows
A Two-Round Regional Adventure
Set in Geoff



Play Notes:

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

 Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

Event: _____ Date: _____
 DM: _____
Signature RPGA #

APL 4
 max 1,350 xp;
 1,300 gp

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

Cross out any game effects this character does not gain.

✦ **Favor of Ffionna:** Favor Level D. For steadfastly standing by Ffionna on her journey, she favors you with a locket containing her hair. This locket gives the bearer a +4 circumstance bonus to Diplomacy and Gather Information checks with the nobility and peasants of Geoff. It grants only a +2 circumstance bonus to Diplomacy checks with the Knights of the Watch in Geoff. On the other hand, it gives the bearer a -2 penalty to Diplomacy and Gather Information checks with members and followers of Melwyn's Irregulars and the followers of Gareth Darkheart. The effects of this locket may not be transferred to another PC. The locket has no monetary value.

✦ **Indebted to Waylan & Heike:** This PC had to promise these two a favor in the future, in exchange for their help with finding Victor Brightblade. This costs the PC an additional TU at the end of this adventure and an additional 2 TUs at some point in the future (the Geoff Triad will announce when these will need to be spent).

✦ **Celebrated Brightlings:** For helping the allies of Victor Brightblade on the Plane of Shadow, this PC is now a celebrated outsider. He or she is allowed into certain communities and is welcomed by the community. However, the shadar kai (Al'Morak and Il'Korath families) have marked this PC for death, and Victor Brightblade's rivals on the Plane of Shadow consider this PC a dangerous enemy.

✦ **Touched by the Plane of Shadow:** After extended exposure to the Plane of Shadow, this PC undergoes a few changes. First, their own shadow is bigger and darker than before. Second, the sunshine is always a bit too bright for their taste. This PC feels more comfortable in minimal sunlight. PCs should note this for future reference.

✦ **Stuck on the Plane of Shadow:** Your attempt at casting *plane shift* failed in a big way. Because of this, you had to spend 6 additional TUs being surreptitiously guided by Victor's lieutenant, Tegwen, into the dangerous Dim Forest to a known breaching location, where you had to wait and avoid the shadow dragon's minions before you were finally able to get home.

✦ **Shards of Dawn:** These small metal filings are as fine as sand and kept in a glass vial. They are fragments of the sword Dawn itself, and it is said that they were collected when the sword was first forged and sharpened. The shards glow with a magical light, and enough of them accumulated in one place (enough to fill a small glass vial) shed *continual light*. Their true power however lies in the fact that they hold some of the sword's ability to preserve life. To activate the power, the shards must be physically applied onto the skin of a living creature (a standard action which provokes attacks of opportunity). This action activates a *death ward* spell upon the creature. Once the *death ward* power is expended, the shards become inert, faintly glowing, metallic dust.
 Moderate necromancy; CL 7th; Prerequisites: can't be crafted; Market Price: 1,490 gp; Weight: - lbs.

 Starting TU

2 or 4 TU
 TU Cost

- _____ TU
 Added TU Costs

 TU REMAINING

 Starting XP

- _____ XP
 XP lost or spent

 Subtotal

+ _____ XP
 XP Gained

 XP

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4 (all of the following):

- ✦ +2 Bastard Sword (Adventure; Dungeon Master's Guide)
- ✦ Shadow Armor Special Ability Upgrade (Adventure; DMG)
- ✦ Shards of Dawn (Adventure; See Above)

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

- ✦ +2 Composite Shortbow (Adventure; Dungeon Master's Guide)
- ✦ Divine Scroll of Barkskin (CL 6th; Adventure; Dungeon Master's Guide)
- ✦ Divine Scroll of Forestfold (CL 7th; Adventure; Spell Compendium)

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

- ✦ +2 Chain Shirt (Adventure; Dungeon Master's Guide)
- ✦ +2 Spiked Chain (Adventure; Dungeon Master's Guide)
- ✦ +3 Composite Shortbow (Adventure; Dungeon Master's Guide)
- ✦ Arcane Scroll of Plane Shift (CL 13th; Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 4, 6, 8 plus the following):

- ✦ +1 Ironwood Breastplate (Adventure; PHB/DMG, Price: 5,200 gp)
- ✦ +4 Composite Shortbow (Adventure; Dungeon Master's Guide)
- ✦ Headband of Intellect +4 (Adventure; Dungeon Master's Guide)

Church of Fharlanghn Metaorganization Members:

- ✦ Arcane Scroll of Plane Shift (CL 13th; Regional; Dungeon Master's Guide)
- ✦ Periapt of Wisdom +4 (Regional; Dungeon Master's Guide)

The Old Faith Metaorganization Members:

- ✦ Divine Scroll of Barkskin (CL 6th; Regional; Dungeon Master's Guide)
- ✦ Periapt of Wisdom +4 (Regional; Dungeon Master's Guide)

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

 Starting GP

- _____ GP
 GP Spent

 Subtotal

+ _____ GP
 GP Gained

 Subtotal

+ _____ GP
 GP Gained

 Subtotal

- _____ GP
 GP Spent

 GP

FINAL GP TOTAL