



This Record Certifies that



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed

GEO6-06 A Gathering of Storms
A Regional Adventure
Set in Geoff

Event:
Date:
DM:
Signature
RPGA #

APL 2
max 450 xp; 450
gp

APL 4
max 675 xp; 650
gp

APL 6
max 900 xp; 900
gp

APL 8
max 1,125 xp;
1,300 gp

Cross out any game effects this character does not gain.

Favor of Caswallon the Green: For returning the Physician's Cauldron to Caswallon and helping to cure the sick of his village, Caswallon offers to let you sit in the Cauldron if you are ever sick. Twice the PC may visit the Cauldron to be cured of a disease (acts as a remove disease spell, CL X). Mark these uses here: [] []

Instead, the PC may visit the Cauldron a single time to receive a reincarnate spell at 75% of the standard NPC spellcasting cost. If the PC uses the Cauldron to be cured of a disease, even a single time, this removes the chance to use it for a reincarnate. If the Cauldron is used in this manner and the result of the reincarnation roll is human, the PC is always reincarnated as a Flan human of the same gender.

Mark this Favor as USED when it is spent. Favor Level B with those who support or are allied with Caswallon only.

Ice Goblin Cohort: Seeing that you are a real hero, not a fake like King Snyegblat, an ice goblin sneaks out of the Ways and follows you. If you possess (or later take) the Leadership feat and have a Leadership Score of 3 or greater, you may take the ice goblin as a cohort (and must do so to get him to accompany you). The ice goblin is created using the rules in the LGCS and the information for a snow goblin as a character in Frostburn (page 136). He starts at least as a 1st level ranger or barbarian, can advance as a ranger or barbarian only, and may enter play already advanced, as long as his Cohort Level/ECL (class levels + 1) is within the limits in the DMG (page 106). The ice goblin must be of Neutral alignment.

Favor of Ilan ap Dyvad: For helping Llwyr Ilan, you are now a Helir I Gwyrth Bryn - one of the Hunters of Gwyrth Bryn. You are given a tunic made of white silk with a black stag (the symbol of Gwyrth Bryn) on the front. It is masterwork clothing. Ilan ap Dyvad offers to upgrade the tunic to one of the following (one time only; Frequency: Regional; PC pays cost of upgrade): druid's vestment, cloak of resistance +3. Mark this Favor as USED when it is spent. Favor Level B.

TU
Starting TU

1 Or 2 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Hand of the Mage (Adventure; Dungeon Master's Guide)
Wand of Magic Missile (CL 1st; Adventure; Dungeon Master's Guide)
Wand of True Strike (CL 1st; Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):

- Eyes of the Eagle (Adventure; Dungeon Master's Guide)
Murlynd's Spoon (Adventure; Dungeon Master's Guide)

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

- +1 Bane (Fey) Longbow (Adventure; Dungeon Master's Guide)
Brooch of Shielding (Adventure; Dungeon Master's Guide)
Quaal's Feather Token, Bird (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 Bane (Human) Longbow (Adventure; Dungeon Master's Guide)
Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)
Periapt of Health (Adventure; Dungeon Master's Guide)

Old Faith Metaorganization Members:

- Druid's Vestment (Regional; Dungeon Master's Guide)
Headband of Conscious Effort (Regional; Complete Adventurer)
Tunic of Steady Spellcasting (Regional; Complete Adventurer)
Woodwalk armor special ability upgrade (Regional; Races of the Wild)

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
FINAL GP TOTAL