



This Record Certifies that



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

Has Completed
GEO7-07 The Great Game
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#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

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

Cross out any game effects this character does not gain.

Favor of the Champion of Battle: For defeating the Champion of Battle, this PC has won the 'Favor Fetish' representing aspects of the Beast Lords. By calling upon the essences stored in the fetish (swift action) this PC gains a +4 sacred bonus to a single ability for the duration of a combat or encounter, during which time he takes on an animalistic trait associated with the ability (i.e. Dex = cat trait, etc.). This ability may be used twice. Have your DM initial the 1st use of this favor, and mark it as USED the 2nd time.

Favor of the Champion of Skill: For defeating the Champion of Skill, this PC may gain a +10 sacred bonus to a skill check or a +5 sacred bonus to an attack roll (as a swift action). This favor may only be used once per round, and twice total. Have your DM initial the 1st use of this favor, and mark it as USED the 2nd time.

Aspect of Remnis: If you possesses either Aerial's Giant Eagle Feather (from GEO1-09 Expedition to the Barrier Peaks, or the Favor of Elaar (from GEO4-07 Return to the Barrier Peaks), the Father of Giant Eagles rewards you. You may expend the feather OR the favor to fly (CL 5th) as per the spell for one encounter or gain a +2 sacred bonus to Cha for one encounter. Mark this favor as USED when it is spent.

Blessing of Stronmaus: If you possess a favor from a good-aligned cloud or storm giant, you may spend that favor to gain the granted power from one of Stronmaus' associated domains: Air, Good, Protection, Storm (SpC), Sun, War, Windstorm (SpC). This blessing lasts for one adventure. This blessing may be usable in every adventure for one year from the date on this adventure record if two such favors are spent. Mark this blessing as USED when it expires.

Favor of the Old Faith: For journeying to the Beastlands at the behest of their Oracle, the Old Faith rewards you with access (Frequency: Regional) to purchase any two of the following (circle items selected): horseshoes of a zephyr, ioun stone - iridescent spindle, necklace of adaptation, orb of storms, freedom armor special ability upgrade (MIC). Alternatively, you may gain access (Frequency: Regional) to purchase one trained Gyric Mountain Pony. This highland horse has the same statistics as a War Pony with the following changes: +2 Str, +4 Con, and gain following special ability - Surefooted (Ex): Gyric Mountain Ponies do not suffer penalties due to difficult terrain caused by scree, dense rubble, or light undergrowth. A Gyric Mountain Pony costs 1,000gp.

Members of the Old Faith Metaorganization: You gain access (Frequency: Regional) to purchase one each of the following: orb of storms, bowl of commanding water elementals, wild armor special ability upgrade, darkwood shield (any type), wilding clasp (MIC).

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

APL 10
max 1,350 xp; 2,300 gp

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

TU Starting TU
I OR 2 TU TU Cost
- TU Added TU Costs
TU REMAINING
XP Starting XP
- XP XP lost or spent
Subtotal XP
+ XP XP Gained
Subtotal XP
FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE (Cross off all items NOT found)
APLs 2, 4 (all of the following):
Hand of the Mage (Adventure; Dungeon Master's Guide)
Infinite Scrollcase (Adventure; Magic Item Compendium; Limit 1)
Pearl of Power, 1st Level Spell or 2nd Level Spell (Adventure; DMG; Limit 1 Each)
Planar Fork, Beastlands (Adventure; Planar Handbook)
APL 6 (all of APLs 2, 4 plus the following):
Cloak of Predatory Vigor (Adventure; Magic Item Compendium; Limit 1)
Mithral Barding (any) (Adventure; Dungeon Master's Guide)
Pearl of Power, 3rd Level Spell or 4th Level Spell (Adventure; DMG; Limit 1 Each)
APL 8 (all of APLs 2, 4, 6 plus the following):
+1 Stunning Surge Scimitar (Adventure; Magic Item Compendium; Limit 1)
Figurine of Wondrous Power, Obsidian Steed (Adventure; DMG)
Ghost Shroud (Adventure; Magic Item Compendium; Limit 1)
Ring of Greater Counterspells (Adventure; Magic Item Compendium; Limit 1)
Soul Anchor (Adventure; Magic Item Compendium; Limit 1)
APL 10 (all of APLs 2, 4, 6, 8 plus the following):
+1 Unholy Stunning Surge Scimitar (Adventure; MIC; Limit 1)
Memento Magica, 1st Level or 2nd Level (Adventure; MIC; Limit 1 Each)
Pearl of Power, 5th Level Spell or 6th Level Spell (Adventure; DMG; Limit 1 Each)
Portable Hole (Adventure; Dungeon Master's Guide)
APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
Hand of Glory (Adventure; Dungeon Master's Guide)
Ring of Adamantine Touch (Adventure; Magic Item Compendium; Limit 1)
Ring of Evasion (Adventure; Dungeon Master's Guide)
Strand of Prayer Beads (Adventure; Dungeon Master's Guide; Limit 1)
APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):
Memento Magica, 3rd Level (Adventure; Magic Item Compendium; Limit 1)
Metamagic Rod, Quicken or Maximize, Lesser (Adventure; DMG; Limit 1 Each)
Ring of Freedom of Movement (Adventure; Dungeon Master's Guide)
Spiked +1 Mithral Full Plate (Adventure; Dungeon Master's Guide)
APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):
Metamagic Rod, Quicken (Adventure; Dungeon Master's Guide; Limit 1)
Ring of Spell Turning (Adventure; 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
GP Starting GP
GP Spent
Subtotal
GP Gained
Subtotal
GP Gained
Items Sold
Total Value of Sold Items
Add 1/2 this value to your gp value
GP Gained
Items Bought
Total Cost of Bought Items
Subtract this value from your gp value
GP
Subtotal
GP Spent
GP
FINAL GP TOTAL