



This Record Certifies that



Play Notes:

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



Adventure Record#

593 CY
ADVENTURE

Played by _____
Player _____ RPGA # _____

Has Completed
Shades of the Past

A Regional Adventure Set in Gran March
And Been Cursed!!

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

■ **Mark of the Eye Curse:** Something or someone has cursed this PC. The physical appearance of the curse is a blistered, black circlet around the left eye. The victim radiates magic (strong transmutation and strong divination) but not evil.

The curse has three major drawbacks that the PC must suffer. First, the victim suffers a -1 circumstance penalty to all Intelligence-based skill and ability checks as the curse causes the PC difficulty in clear thought. Second, the victim is more susceptible to Vecna's will. All attack, damage, ability, skill, and saving throw rolls involving a follower of Vecna are at a -2 circumstance penalty. Finally, once per adventure, the victim is inflicted by an intense headache that has the same effects as spell *touch of madness* (Will save DC 17). If the victim fails their save, they are dazed for 17 rounds. This always occurs at the beginning of a combat of the DMs choosing. [Note that *spell immunity* and other such spells will not prevent this effect.]

With some irony, the curse also imbues the PC with spell ability. This ability functions as the *imbuement with spell ability* spell except that the spells available for the victim are random as per the following charts and the spells are good for the adventure for which they were rolled. The spell level is that of a 17th level caster. At the beginning of each adventure (in front of the DM), the spells are determined and can be used once during that adventure. If any spell is used, it should be noted on the AR that this ability of the curse was used.

Level 1 spells (roll 1d6)

Roll	Spell
1	cure light wounds
2	remove fear
3	detect magic (extended)
4	endure elements
5	detect secret doors
6	entropic shield

Level 2 spells (roll 1d6)

Roll	Spell
1	find traps
2	delay poison
3	resist elements
4	remove paralysis
5	undetectable alignment
6	cure moderate wounds

There are specific ways to remove this curse. *Dispel magic* will not remove the curse. However, it will suppress the effects of the imbue benefit and headache for 1d4 rounds if successful. *Break enchantment* will remove the curse with a DC 28 check. *Greater dispelling* can remove the curse with a dispel check against caster level 17. *Limited wish* (duplicating *greater dispelling*), *miracle*, or *wish* will remove the curse. A *remove curse* cast by a 17th level or higher caster will also remove the curse. It should be noted on the AR if the curse is removed and who did the removing.

Touch of Madness As Presented In *Defenders of the Faith*

[Enchantment (Mind-Affecting); Level: Madness 2; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes]

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

TU

Starting TU

0 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

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

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



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Adventure Record#

593 CY

ADVENTURE

LEVEL OF
PLAY

(CIRCLE ONE)

Played by _____

Player

RPGA #

Has Completed

Shades of the Past

A Regional Adventure Set in Gran March
with the Optional Encounter

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Home Region _____

APL 2

max 675 xp; 530 gp

APL 4

max 1,012 xp; 884 gp

APL 6

max 1,350 xp; 1,200 gp

APL 8

max 1,687 xp; 1,875 gp

Cross out any game effects this character does not gain.

❖ *Swamp Fever*: Once during any adventure, you must roll 1d20. If the roll is a 1, the disease takes effect. The infected person loses one temporary point of Constitution per day. Each day they may attempt a new Fortitude saving throw (DC 14), success ends the current episode. The PC can only recover normally once a successful save is made. The disease is permanent unless a *cure disease* spell (or similar magic) is used upon the PC.

❖ *Gran March Military Commendation*: This commendation was given to an active-duty military PC who participated in a crucial rescue mission of scouts missing in the Rushmoors.

❖ *Favor of Captain Nicolai Jinx*: This favor can be used a single time as a substitute for an Influence point with the Gran March Military or the Church of Heironeous. In addition, there may be future scenarios in which Captain Jinx appears where other uses of the favor may be given.

❖ *Special Interest of Elector Arturo Gilbreth*: This PC has earned the notice of elector Arturo Gilbreth as a potential husband for his only daughter. The elector will keep an eye on the career of this PC as his daughter comes of age.

❖ *Pledged Allegiance to Marttik Suip*: The PC has agreed to aid Marttik in future endeavors in exchange for possible information Marttik may know. Should Marttik Suip appear in any future scenarios, this PC will already be on good terms with him, and the PC's allegiance may be tested.

❖ *Rod of Lesser Silence*: The user can cast up to three spells per day without verbal components as though using the Silent Spell feat. This does not increase the level of the spell and cannot be used on spells above third level.

Caster level: 17th; Prerequisites: Craft Rod, Silent Spell; Market Price: 5,400 gp.

❖ *Potion of Animal Logic*: The imbiber gains an intuitive empathy with animals (in the form of a +10 circumstance bonus on Handle Animal checks) for 1 hour. An imbiber with ranks in Animal Empathy also gains a +10 circumstance bonus on Animal Empathy checks.

Caster level: 2nd; Prerequisites: Brew Potion, spellcaster level 6th; Market Price: 150 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of Cure Light Wounds* (Regional, 1st level caster, DMG)
- ❖ *Wand of Obscuring Mist* (Regional, 1st level caster, DMG)
- ❖ *Potion of Animal Logic* (Adventure, 2nd level caster, see above)

APL 4 (all of APL 2 plus the following)

- ❖ *Wand of Cure Moderate Wounds* (Regional, 3rd level caster, DMG)
- ❖ *Wand of Speak With Animals* (Regional, 3rd level caster, DMG)

APL 6 (all of APL 2 or 4 plus the following)

- ❖ *Wand of Speak With Plants* (Regional, 5th level caster, DMG)
- ❖ *Wand of Water Breathing* (Regional, 5th level caster, DMG)

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

- ❖ *Rod of Lesser Silence* (Adventure, see above)

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

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

TU

Starting TU

2 OR 4 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XP

XP lost or spent



Subtotal

+ XP

XP Gained



FINAL XP TOTAL