



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
It Stalks the Night
A Regional Adventure
Set in Gran March



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

Commendation

This is given to any active duty or reactivated veteran PC who successfully aided in breaking the covey of hags. A regional certificate will be issued for this commendation (please request the regional certificate file from the current Gran March Triad POC if you are running this scenario).

Boar's Head Stein

These steins are ornate clay mugs with pewter caps given to the PC in appreciation for aiding the owner of the Boar's Head Inn. The stein is engraved with the PC's name and is kept at the Inn in Foredge. Whenever the PC visits the Inn, he or she is given the stein to use and benefits from free room and board at the Inn.

Heartstone

All night hags carry this periapt, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws. A night hag that loses this charm can no longer use *ethereality* until it can manufacture another (which takes one month). Other creatures, including those of good alignments, can also benefit from the heartstone's powers, but the periapt shatters after ten uses and does not bestow *ethereality*.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, creator must be a night hag; Market Price: 1,800 gp. Weight: --.

Coward Cleaver

Coward Cleaver is an ancient looking greataxe that appears coated in rust and dry blood. No amount of cleaning can change this weapon's appearance. Coward Cleaver is a +1 greataxe that carries the special abilities of *throwing* and *returning*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages the wielder instead of its intended target. This curse even functions when Coward Cleaver is hurled, but in that case the damage to the hurler is doubled. If Coward Cleaver is wielded by a being with orc blood (at least half-orc) its enhancement bonus increases by +2 (for a total bonus of +3) and its range increment increases by 10 ft. (for a total of 20 ft.). However, at the beginning of each round any wielder with orc blood must make a DC 15 Will save to avoid a compulsion to hurl Coward Cleaver at any combatant (friend or foe) that is fleeing the field of battle. If no combatants are fleeing the wielder need not make a saving throw. If multiple combatants are fleeing only one saving throw need be made and in the event that the saving throw is failed the wielder may freely choose between the fleeing combatants for his target.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, creator must have orc blood; Market Price: 18,320 gp; Weight: 20 lbs.

Bag of Mushrooms

Perdita gives the PC a small bag that weighs less than a pound and contains thirty special dried mushrooms. These mushrooms will never spoil and one mushroom has enough nourishment for an entire day (note, these mushrooms are not magical).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4, 6, and 8:

- ❖ Quaal's Feather Token (Whip) (Adventure, DMG)
- ❖ Potion of Water Breathing (Adventure, DMG)

APL 10 and 12 (APL 4, 6, and 8 Items plus):

- ❖ Heartstone (Adventure, see above)
- ❖ Coward Cleaver (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

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