



This Record Certifies that

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

Has Completed  
Getting There is Half the Fun  
A Regional Adventure  
Set in Keoland



Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'ed
- Was reincarnated

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



Adventure Record#

592 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 300 xp; 200 gp

APL 4

max 580 xp; 400 gp

APL 6

max 900 xp; 600 gp

APL 8

max 1,040 xp; 900 gp

APL 10

max 1,300 xp; 1,200 gp

Cross out game effects this character does not gain.

Please circle on this PC's Adventure Record one of the following. Use your best judgment in how the party fared.

**Ultimate Success:** Congratulations! Dasco will pay for luxury lifestyle if you should accompany him on the second half of his journey to Geoff in *Don't Shoot the Messenger Pt 2: Good Things Come in Small Packages?* Dasco treats you as his most trusted companions and will spread your name far and wide.

**Great Success:** Dasco will pay for high lifestyle if you should accompany him on the second half of his journey to Geoff in *Don't Shoot the Messenger Pt 2: Good Things Come in Small Packages?* Dasco treats you with great respect and hopes that you will continue the heroic path.

**Success:** You have gotten Dasco halfway there. If you continue on, he will honor his part of the bargain. He will pay for adventurer's standard lifestyle if you should accompany him on the second half of his journey to Geoff in *Don't Shoot the Messenger Pt 2: Good Things Come in Small Packages?* Dasco treats you as rather mercenary, not the caliber of people he was hoping for, but you'll do.

**What do we do with this?:** You have made it to Ravonnar with the box, but without its patron. You may still attempt to deliver it to its final destination if you wish. But you will have no guidance if you play *Don't Shoot the Messenger Pt 2: Good Things Come in Small Packages?*

**Failure:** Through bad luck, bad planning, or other calamity, you have completely failed the mission. This character will not be able to play *Don't Shoot the Messenger Pt 2: Good Things Come in Small Packages?*

Spell Book Access (wizards only)

This character has copied Lesser Acid Orb from Thurlman Plard's spellbook (DM sig.) and has successfully learned it (DM sig.) (event) (date).

Favor of Charlton Pental Dasco

In appreciation for your help in protecting the innocent and in service to his liege, Charlton can do any of the following on behalf of this PC:

- Name Dropping: In any interaction that a DM feels appropriate (at his discretion), if the player drops Dasco's name they can get a +2 circumstance bonus to a Diplomacy or Intimidate check. Should the name be dropped in an obviously illegal purpose, the DM should void this favor as word will get back to Charlton and he will disavow his relationship with the character.
- Shorter Sentence: Should the bearer of this certificate be arrested for any non-capital crime in Keoland, Charlton will represent him and testify to his good character. If he can make a successful Diplomacy check of DC 25, the sentence will be halved. Treat Charlton as if he had a +12 to his Diplomacy roll. If the favor is used for this purpose, the DM should void this favor.

Insanity: Ooze Obsession

You have developed megalomania from viewing a demonic symbol. In addition, you have developed a fondness for oozes, slimes, and jellies. You have an insane insight bonus of +4 to Knowledge (the planes) checks involving demonic or ooze creatures. If you are a bard, cleric, druid, sorcerer, or wizard, you are plagued by dreams of becoming an oozemaster. If you are a ranger, you cannot choose oozes as a favored enemy. If it already is so chosen, you may choose another creature. Only a remove curse cast by a 15<sup>th</sup> level caster will remove these effects.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

TU

Starting TU

I OF 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

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value