



## This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

### Has Completed

SHE5-04 A Cup O'eturned

A Metaregional Adventure

Set in the Free City of Hochoch



### Play Notes:

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

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

Adventure Record#

**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

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

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

Signature

RPGA #

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

Cross out any game effects this character does not gain.

◆ **Tools of Disarming and Opening:** This set of tools appears indistinguishable from a masterwork set of thieves' tools. Once in use, however, they grant the user a +5 competence bonus on Disable Device and Open Lock checks, in addition to the standard +2 circumstance bonus masterwork thieves' tools normally offer. The tools, however, do not grant the ability to disarm magical traps. Faint transmutation; CL: 5<sup>th</sup>; Prerequisites: Craft Wondrous item, cat's grace, fox's cunning; Market Price: 5,100 gp; Weight: 2 lbs.

◆ **Ring of Release:** This silver ring allows the wearer to act as if under the effect of a *freedom of movement* spell, once a day, if attacked by any magic that restricts movement. Once activated, the wearer can move and attack normally for 70 minutes. The ring must be worn for 24 hours before the wearer gains the benefit of the ring. Going underwater does not activate the ring; it only activates when the wearer is attacked as noted above. Moderate abjuration; CL: 7<sup>th</sup>; Prerequisites: Forge Ring, *freedom of movement*; Market Price: 8,000 gp; Weight: 0 lbs.

◆ **Favor of the Knights of the Watch/Dispatch:** By reporting the events of this adventure to the Knights, you have gained their favor. If you are not a member and are a human, dwarf, or half-elf, the Knights will grant a recommendation for membership into their ranks and grant you access (Freq.: Adventure) to purchase the following item immediately: *wand of cure light wounds* (CL 1<sup>st</sup>). In addition, members gain these additional (cumulative) benefits: If this PC is a Squire, access is upgraded to Freq.: Metaregional. If this PC is a Senior Squire, you gain access (Freq.: Metaregional) to *eyes of the eagle*. If you are a full Knight, you get access (Freq.: Metaregional) to *ring of sustenance*.

◆ **Favor of Parwyn Amastacia:** You have performed a valuable service for the elven merchant Parwyn Amastacia, who has connections with every elven noble house and enclave in the Sheldomar Valley. Through his connections, he can grant you access (Frequency: Adventure) to one of the following items immediately (circle the item selected): *boots of elvenkind*, *cloak of elvenkind*, *elven chain*. If this PC is an elf or half-elf and belongs to a regional elven metaorganization, this access is upgraded to Freq.: Metaregional. Name of Metaorganization: \_\_\_\_\_

◆ **Thick as Thieves:** For reporting the events of this adventure to a thieves' guild metaorganization to which you are a member, you gain one Influence Point with that organization. Furthermore, if you provide that organization with a set of *tools of disarming and opening* (found in this adventure), you gain access (Freq.: Metaregional), after 3 TUs have passed, to purchase those tools. If you instead buy the tools via the Freq.: Adventure access below, you do not gain the Freq.: Metaregional access. Name of Metaorganization: \_\_\_\_\_

◆ **Loss of Valued Goods:** By falling victim to the Midnight Ravens, you have had your most valuable item on your person stolen. An anonymous note then appears, offering to return your item for the item's sale price providing you send them the money some time between this AR and the AR three adventures hence. Alternately, you can agree to work for the Midnight Ravens doing menial tasks at the rate of 1 TU per 1,000 gp of the item's sale price (round all fractions up). A combination of TUs and gp is allowed. If you don't pay the TUs/gps in time, the item is forever lost.

Item stolen: \_\_\_\_\_  
TUs Spent: \_\_\_\_\_ GP Spent: \_\_\_\_\_

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ +1 Mithral Buckler (Adventure; Dungeon Master's Guide)
- ❖ Elixir of Hiding (Adventure; Dungeon Master's Guide)
- ❖ Elixir of Sneaking (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Lesser Extend (Adventure; Dungeon Master's Guide)
- ❖ Mithral Buckler (Adventure; Dungeon Master's Guide)
- ❖ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Tools of Disarming and Opening (Adventure; See Above)

APL 8 (all of APL 6 plus the following):

- ❖ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Wand of Invisibility (CL 3<sup>rd</sup>; Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):

- ❖ Ring of Protection +2 (Adventure; Dungeon Master's Guide)
- ❖ Ring of Release (Adventure; See Above)

APL 12 (all of APLs 6, 8, 10 plus the following):

- ❖ Amulet of Natural Armor +2 (Adventure; Dungeon Master's Guide)
- ❖ Boots of Striding and Springing (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- ❖ Wand of Greater Invisibility (CL 7<sup>th</sup>; 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

### 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