



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Seeds

A Metaregional Adventure
Set in the Kingdom of Sunndi

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Home Region _____

APL 4

max 1350 XP; 1300 gp

APL 6

max 1800 XP; 1800 gp

APL 8

max 2250 XP; 2600 gp

APL 10

max 2700 XP; 4600 gp

APL 12

max 3150 XP; 6600 gp

APL 14

max 3600XP; 13200 gp

Black Spellbook (costs 50gp/page, APLs stack):

APL4: L0- repair minor damage; L1- chill touch, identify, mage armor, magic missile, orb of acid (lesser), orb of sound (lesser), orb of cold (lesser), ray of enfeeblement, shield

APL6: L2: blindness/deafness, false life, fireburst, ghoul touch, glitterdust, locate object, scorching ray, scare, see invisibility

APL8: L3: dispel magic, haste, heroism, fly, ray of exhaustion, resonating bolt, secret touch, stinking cloud, vampiric touch L4: bestow curse, burning blood, dimension door, enervation, everard's black tentacles, orb of acid, orb of sound, unluck, wrack

APL10: L5: arc of lightning, balefull polymorph, fireburst (greater), fireshield (mass), reciprocal gyre, spirit wall, waves of fatigue

APL12: L6: arrow of bone, brilliant blade, circle of death, contingency, create undead, disintegrate

APL14: L7: finger of death, limited wish, prismatic spray, reverse gravity, waves of exhaustion.

Redcap's Tooth When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps. Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

Invitation to the Summer Fair: You are invited to the Fairy Summer Fair. Once per campaign year you can use this favor at dawn to be transported there and buy the following:

*Althea's Brew: This non-magical brew, created from a fine selection of natural herbs and secret ingredients, grants the imbiber 1d8 additional temporary hit points, as well as a +1 bonus on all Fortitude saves, for 10 rounds. Cost: 50 gp.

*Arms & Equipment Guide: All items from table 2-1 to 2-6, bark armor, claw bracer, elven double bow, climb dog

*Races of the Wild: All arrows from table 7-1, all items from table 7-3, belt of hidden pouches, elvencraft bow, forestwarden shroud, hideaway weapon, netcutter spikes, safewing emblem, survival pouch, skiprock, war sling

*Any Player's Handbook armor, shield, armor spikes, quick escape catch (Arms & Equipment Guide) in mithral or darkwood; Lord Wylenan, the armor smith, being a snob, will sell his wares only to people of breeding and fame; you must succeed at a Diplomacy check + 2x character level to beat a DC of 20+2x non-magical AC bonus of the armor or Lord Wylenan will not sell it to you this time.

*Dungeon Masters Guide: All musical instruments and 1-use items table 7-27 of no more than 2500 gp, rope of climbing

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4:

- ❖ continual flame marble (Adventure, 110gp)
- ❖ forester cloak (Adventure, 20gp, A&E)
- ❖ silent shoes (Adventure, 10gp, A&E)
- ❖ vest of resistance+2 (Adventure, 1000gp, CA)

APL 6 (All of APL 4 plus the following):

- ❖ Large masterwork rapier (Adventure, 340 gp, PHB)
- ❖ pearl of power 1st level (Adventure, 1000 gp, DMG)
- ❖ vest of resistance+2 (Adventure, 4000gp, CA)

APL 8 (All of APLs 4-6 plus the following)

- ❖ vest of resistance +3 (Adventure, 9000gp, CL9, CA)

APL 10 (All of APLs 4-8 plus the following)

- ❖ headband of intellect +4 (Adventure, 16000gp, DMG)
- ❖ +1 keen scythe (Adventure, 8318gp, DMG)
- ❖ periapt of wisdom +4 (Adventure, 16000gp, DMG)

APL 12 (All of APLs 4-10 plus the following)

- ❖ belt of giant strength +4 (Adventure, 16000 gp, DMG)
- ❖ Large mighty composite longbow - Str +4 (Adventure, 9000 gp, PHB).
- ❖ pearl of power 2nd level (Adventure, 4000 gp, DMG)
- ❖ pearl of power 3rd level (Adventure, 9000 gp, DMG)
- ❖ vest of resistance +4 (Adventure, 16000gp, CA)

APL 14 (All of APLs 4-12 plus the following)

- ❖ belt of giant strength +6 (Adventure, 36000 gp, DMG)
- ❖ headband of intellect +6 (Adventure, 36000 gp, DMG)
- ❖ periapt of wisdom +6 (Adventure, 36000 gp, DMG)
- ❖ vest of resistance +5 (Adventure, 25000gp, CA)

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 1/2 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 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