



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
The Medegian Job
A Metaregional Adventure
Set in the Marchland of Medegia

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Home Region _____

APL 4
max 675 XP; 650 gp

APL 6
max 900 XP; 900 gp

APL 8
max 1125 XP; 1300 gp

APL 10
max 1350 XP; 2174 gp

APL 12
max 1575 XP; 3241 gp

APL 14
max 1800 XP; 5671 gp

• **Favour of Vellthris:** This agent of the Circle of Eight has been impressed by your resourcefulness. As a consequence, she is prepared to arrange for any ONE of the following (score through the relevant entry when it is used):

- Add one of the following enhancements to one appropriate melee weapon: *ki focus*, *merciful*, or *shock*. The PC must pay for the upgrade as normal.
- Teach a PC wizard ONE Core access wizard spell of up to 6th level from the schools of abjuration, enchantment, or illusion.
- Put a PC in touch with a shipwright, who is prepared to sell them a ship worth 10 000 gp. The ship must be paid for normally.

In addition, Vellthris puts her research abilities at the disposal of the PCs when they are in Rel Deven. Once in the course of any adventure set in Rel Deven, the PC may make a Bardic Knowledge check to simulate Vellthris' advice. Her modifier is +21.

• **Chender's Spellbook:** The mutilated remains of this collection use odd diagrams to represent spells. The DC for using this book is 5 higher than usual unless the PC has levels in the Geometer class from *Complete Arcane*. The spells contained are as follows:

APLs 4-6: *invisibility*, *knock*, *non-detection*, *stinking cloud*;
APLs 8-10: All the above, plus *charm monster*, *bestow curse*;
APLs 12-14: All the above plus *sending*, *repulsion*;

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4 & 6:
Chender's spellbook (Adventure)

APL 8: (All of APLs 4-6 plus the following)
wind fan (Metaregional, Caster Level 5th,
Dungeon Master's Guide)

APL 10 (All of APLs 4-8 plus the following)
boots of striding and springing (Metaregional,
Caster Level 3rd, *Dungeon Master's Guide*)

APL 12 (All of APLs 4-10 plus the following)
ring of chameleon power (Metaregional, Caster
Level 3rd, *Dungeon Master's Guide*)

APL 14 (All of APLs 4-12 plus the following)
cloak of the bat (Adventure, Caster Level 7th,
Dungeon Master's Guide)

TU

Starting TU

1 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

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