



This Record Certifies that

Played by:

Player

RPGA #

Has Completed
ESA6-02 Shattered
A Meta-Regional Adventure
Set in the Kingdom of Sunndi



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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Never Forget: A part of the spirit of Crystal Castle has stayed with you. You can occasionally feel its influence, when you dream at night, or when you catch things moving out of the corner of your eyes. As a result, once a day, due to forewarning, you may choose to take a +2 circumstance bonus when rolling for initiative. You need to declare whether you use this favor before you roll the die.

This effect lasts for four to six times, depending on your actions in the dream, after which the benefit disappears – though you still, occasionally, dream of the tragedy witnessed.

Cross off for each time used: [] [] [] [] [] []

Favor of the Jade Mask: As long as you have this favor, you have metaregional access to the starred items in the Items Found section below. A PC with this favor cannot have the Favor of the Benefit or that of Marquesse.

Favor of Marquesse: You gain access to the following feats from *Heroes of Horror*: Dreamtelling, Haunted Melody, Oneiromancy, Improved Oneiromancy, Spirit Sense, and Unnatural Will.

A Marriage Ring: You found a small silver ring. On the inside of the ring, words have been engraved: "FG, Fireseek 2, 582"

Only one PC may leave the table with the ring.

Access to the Halls: At the beginning of each scenario set in the Splintered Suns metaregion, you may petition Cecilia Avon for the use of an arcane or divine scroll, for the duration of the scenario, containing any single Core access spell costing up to 50 gp. If you are a member of the Queen's Halls, the scroll may cost up to 100 gp.

The scroll does not have to be returned when used for anything beside copying in ones spellbook. At the end of the scenario, if the scroll is unused, you may also buy it.

A PC may spend this favor to have any of his magical armor, weapons, or rings repaired when these are destroyed after any scenario set in the Splintered Suns metaregion. Cross of the favor when used in this way.

Gratitude of the Benefit: This counts as a favor with the church of Zilchus and the Royal Guild of Merchants in Aerdy.

You can use this favor to gain one-time access to one special item you have had access to in the past through the items found section at the bottom of the AR, for a 5% increase in the price. Members of the Royal Guild of Merchants of Aerdy do not have to pay the 5% increase. Write "used" across this favor when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Barbed Dagger (Adventure; CV)
- ❖ Longspoon Thieves Tools (Adventure; CV)
- ❖ *Potion of Healthful Rest** (Metaregional; CV)
- ❖ *Oil of Iron Silence** (Metaregional; CV)
- ❖ Pearl of power (1st level) (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Possum Pouch** (Metaregional; CV)
- ❖ *Oil of Sonic Weapon** (Metaregional; CV)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Papyrus of Deception** (Metaregional; CV)
- ❖ *Oil of Absorb Weapon** (Metaregional; CV)
- ❖ Pearl of power (2nd level) (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ *Wand of Healthful Rest** (Metaregional; CV)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *Wand of Iron Silence** (Metaregional; CV)
- ❖ +2 cold iron longsword (Any; DMG; 12,330 gp)
- ❖ Pearl of power (3rd level) (Adventure; DMG)

APL 12 (All of APLs 2-10 plus the following)

- ❖ *Wand of Sonic Weapon** (Metaregional; CV)
- ❖ Pearl of power (4th level) (Adventure; DMG)

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

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