



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 Truth in Music
 A Regional Adventure
 Set in the Free State of Onnwal

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Home Region _____

APL 2

max 4505 XP; 450 gp

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; 2300 gp

APL 12

max 1575 XP; 3300 gp

Remembrance of the Song: By crossing the Bridge of Songs, this character has earned a blessing from the Suel goddess Lydia. Once per adventure, this PC may reroll a single Knowledge or Perform check, and take the better of the two results. The player must declare that he/she is using this ability to reroll before hearing the result of the original roll. This benefit lasts for one real year, starting from the date on which *The Truth in Music* was played. The PC also gains a +2 bonus to saving throws against a harpy's captivating song ability; this benefit is permanent.

Mac-Fuirmidh Cithern (from *Complete Arcane*): This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*. The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds*, *mage armor*, and *sleep* each once per day.

Faint various; CL 3rd; Craft Wondrous Item; *cure light wounds*, *mage armor*, *sleep*, creator must be a bard; Price 2900 gp; Weight 3lb.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

❖ Mac-Fuirmidh cithern (Regional, *Complete Arcane*)

APL 4 (All of APL 2 plus the following)

❖ *Quaal's feather token (swan boat)* (Adventure, DMG)

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

❖ Large masterwork morningstar (Regional, PHB)
 ❖ *wand of cure light wounds (50 charges)* (Adventure, DMG)

APL 8 & APL 10 (All of APLs 2-6 plus the following)

❖ Arcane *scroll of greater mage armor* (Adventure, CL 5th, *Complete Arcane*)
 ❖ *golembane scarab* (Adventure, DMG)
 ❖

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

❖ *ioun stone (pink rhomboid)* (Adventure, DMG)
 ❖ *ring of protection +2* (Any, DMG)
 ❖ *+3 hide* (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

I 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