



This Record Certifies that



Play Notes:

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

Adventure Record#

597 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Character Name Class and Levels

Player Name RPGA #

Has Completed Dyv7-03 Dyvisions A Regional Adventure Set in the Dyvers Region

Event: Date:

DM: Signature RPGA #

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

Tried and Convicted: You have been sentenced to ___ TU's in prison and a ___ gp fine for your part in the death of Marsai Hoffer. Fugitive: You are a fugitive from the Law. Anytime you are within the lands of Dyvers, there is a 25% chance that you are discovered. This chance is reduced by a percentage equal to the player's disguise check, to a minimum of 1%. If captured, you will be sentenced to 1 year (52 TU's) in prison. This sentence may be reduced by 1 TU for every 100 GP you spend, or by 10 TU's for every IP with a Dyvers Gentry House that is expended. Once paid, the warrant is removed. Servant of Glory: You have agreed to convert and follow the teachings of Molaho Khem. In exchange the Emissary of Molaho Khem will upgrade ONE lesser ring of glorious to a ring of glorious deaths for half price after any Regional adventure. Protégé of Dagby: For defying Krembo Schiff, and finding another way, all PC's that were protégés at the beginning of the adventure gain 3 more affiliation points. Others have access to join at this time. Protégé of Grandhearth: Any PC that has the "Good Favor of House Grandhearth" from DYV5-08 Casualties of War, and who also successfully eliminated the bandit threat along the Low Road has qualified to become a protégé of House Grandhearth.

Light of Day: You have spent at least 52 TU's in a dungeon, and have met the requirements for the dungeon delver prestige class. Flag of Grandhearth You have found and kept what appears to be an authentic flag of the Grandhearth Gentry House. Favor of Krembo Schiff: You have assisted Krembo Schiff in bringing justice to the Westlands. You may keep this favor, or may exchange it at any time in the future, and Krembo will arrange to have any one weapon enchanted with the Bane: human enhancement for full price. Do you accept? Yes No Taking Advantage: You found a loophole in Lord Dagby's contract with the Low Road Bandits. You accept a negative Influence point with House Dagby, and in return Lord Dagby is required to cover half the cost of any business you open in the town of Liberty up to two (2) business units. Ring of glorious deaths: This gold band has a red stone mounted on it with a small eight-pointed star etched upon its surface. The phrase "Servant of Molaho Khem" is written upon its interior. The wearer of the ring of glorious deaths may, as a free action, become enraged as per the rage spell for 13 rounds. Market Price: 24,750 gp. Prerequisites: CL 13th; Forge Ring, rage; Weight: -. Made Amends: You have agreed to retrieve the body of Marsai Hoffer. This action costs 2 TU's, and 2,000 GP. You have earned the enmity of the aquatic druid, Jumper.

TU Starting TU

Starting TU

I or 2 TU TU Cost

TU Cost

- TU Added TU Costs

Added TU Costs

TU REMAINING

TU REMAINING

XP Starting XP

Starting XP

- XP XP lost or spent

XP lost or spent

XP Subtotal

Subtotal

+ XP XP Gained

XP Gained

XP FINAL XP TOTAL

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Inacio: You have made friendly contact with a Fire elemental, satisfying that requirement for Elemental Savant. Sold! You have agreed to sell your piece of red adamantite to the Emissary of Molaho Khem for full value plus 1,000 gp.

Cross off all items NOT found CW - Complete Warrior MIC - Magic Item Compendium SpC - Spell Compendium APL 2

- Ring of glorious deaths (Adventure, CL 13th, see above, 24,750 GP)
Cloak of elvenkind (Adventure, DMG)
Scroll of darkvision, mass (Adventure, CL 7th, SpC, 750 GP)
APL 4 (all of APL2 plus the following)
Belt of one mighty blow (Adventure, CL 5th, MIC, 1,500 GP)
APL 6 (all of APLs 2-4 plus the following)
Counterstrike bracers (Adventure, CL 5th, MIC, 2,500 GP)
APL 8 (all of APLs 2-6 plus the following)
+1 Seeking composite greatbow (+2 Str Bonus) (Adventure, CL 12th, CW, 8,900GP)
White cloak of the spider (Adventure, CL 6th, MIC, 4,200 GP)
APL 10 (all of APLs 2-8 plus the following)
+1 mithral chain shirt (Adventure, DMG)
+1 Seeking Blood Seeking composite greatbow (+2 Str Bonus) (Adventure, CL 12th, CW, 18,900 GP)
+1 Frost ranseur (Adventure, DMG)
Runestaff of charming (Adventure, CL 12th, MIC, 8,000 GP)
APL 12 (all of APLs 2-10 plus the following)
+1 Disarming Frost ranseur (Adventure, CL 11th, CW, 32,310 GP)
+1 Seeking, Exit Wound composite greatbow (+2 Str Bonus) (Adventure, 12th, CW, 32,900 GP)
Runestaff of eyes (Adventure, CL 12th, MIC, 11,000 GP)

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 Item

Subtract this value from your gp value

GP Starting GP

Starting GP

- GP GP Spent

GP Spent

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

- GP GP Spent

GP Spent

GP FINAL GP TOTAL

FINAL GP TOTAL