

This Record Certifies that

Played

Has Completed

by

Retu	rn to the Isles	Event:
AC	ore Adventure	DM:
Set	in the Nyr Dyv	Signature
woven from thin strands of a magical, and was crafted by a Dyv. The necklace provides a and Wilderness Lore while w **Prerequisites:** Craft Won	This seashell necklace has been painstakingly a gold-green plantlike material. The necklace is quatic elves to use under the surface of the Nyr a +3 competence bonus to both Intuit Direction form. drous Item, creator must have 5 ranks in both less Lore; Market Price: 720 gp; Weight: 1/2 lb.	takes one day for a new powers. This blade radiate Able to cast arcane s +1 longsword. Ist-level arcane spell blade is drawn, the wielde 3rd-level arcane spel the wielder can add the g
kill the mad wizard Yagrax, blade of the weapon is thir Upon the surface, arcane si men, are carved just so they water in a rushing stream. slightly dims as the blade sw for more. The pommel, hilleather wrapped around the pommel, a smooth green eth. The sword feeds off the vthe wielder advances in mag abilities function only for an wielder is able to cast detern. The only exception to this i arcane spellcasters for access any magical benefit from	Blade: Forged in the time of the mage-priests to Malthindor is a longsword of dark beauty. The a and long, almost as long as a bastard sword. It is a subject to modern a play appear to flow into each other like swirls of When light is near the weapon, the source allows wisps of the brightest parts, ever hungry and guard are made of obsidian, with black hilt to form a handgrip. At the very end of the erstone is set inside a thin ring of gold. wielder's magical energies, growing in power as ical ability. In game terms, the sword's magical arcane spellcaster; the level of arcane spells the inhe the number of powers the blade possesses. Is that clerics of Boccob are treated exactly like ing powers; no other divine spellcasters derive the sword. In the hands of all but arcane	power lasts a number of r and is usable once per da' that day. 5th-level arcane spell longsword. 7th-level arcane spell when the blade is drawn, as a 15th-level caster, w rounds equal to the caster 9th-level arcane spel kills a creature, it canno resurrection spell cast up body, the majority of their to be successful. Prerequisites: N/A; M. * This item is only avait Threat series.
spellcasters, the longsword is	considered to be a masterwork weapon. It	
Starting TU 2 TU TU Cost TU Added TU Costs TU REMAINING	ITEMS FOUND DURING THE Cross off all items NOT found APL 2 * Javelin of lightning (Adventure, I Amage of the hunt (Any, see almost all items of the hunt (Any, see almost al	DMG) lventure*, see above) ove) ature, DMG) wing) G) DMG)
	* Trident of fish command (Adven-	
XP Starting XP - XP	 * Universal solvent (Adventure, DI APL 8 (All of APLs 2-6 plus the form the solution) * Gloves of swimming and climbing the solution of Wisdom +2 (Adventure) 	llowing) g(Adventure, DMG)
	Ring of mind shielding (Any, DM)	(IG)
XP lost or spent XP Subtotal + XP	APL 10 (All of APLs 2-8 plus the form the Boccob's blessed book (Any, DMG Decanter of endless water (Adverse Trident of warning (Adventure, I	G) nture, DMG)
XP Gained	APL 12 (All of APLs 2-10 plus the ❖ Belt of giant strength +4 (Adventure, D) ❖ Pearl of the sirens (Adventure, D)	ure, DMG)
V D	+ 1 can of the one is (naventale, D)	(110)

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RPGA#

Play Notes:

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

Date:

RPGA#

Home Region

Adventure Record#

LEVEL OF PLAY (CIRCLE ONE)

APL 2 max 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6 max 840xp; 800gp

APL 8 max 1,035xp; 1,250gp

APL 10 max 1,230xp; 2,100gp

APL 12 max 1,425xp; 2,268gp

FINAL GP TOTAL

e day for a new wielder to attune to Malthindor, and access the This blade radiates faint evil if detected for.

to cast arcane spells: Touch of the Mage-Priests - the weapon is a

word. word. we spells: Wave of Despair - as a standard action, when the frawn, the wielder may cast bane as a 2nd-level caster once per day. evel arcane spells: Thrice-Magicked Form - as a standard action, der can add the ghost touch, keen, or frost quality to the blade. This sts a number of rounds equal to the caster's arcane spellcaster level, able once per day. Once chosen, the quality cannot be changed for

evel arcane spells: Hand of the Mage-Priests - the weapon is a +2

evel arcane spells: Tapping the Well of Power - as a standard action, blade is drawn, the wielder may cast *greater magic weapon* upon it n-level caster, with one exception: the power lasts a number of

qual to the caster's arcane spellcaster level. It is usable once per day. **evel arcane spells:** Oblivion Triumphant - whenever this weapon reature, it cannot be brought back from the dead without a *true* ion spell cast upon the body. If the blade cuts up the pieces of the majority of them must be found in order for the true resurrection cessful.

quisites: N/A; Market Price: 10,000 gp; Weight: 4 lb.
s item is only available for purchase after Core scenarios in the Ether

Lifestyle □ None □ Standard (12 gp x TU) □ Rich (50 gp x TU) □ Luxury (100 gp x TU)	GP Starting GP
Lifestyle Cost Other Coin Spent Total Coin Spent	- GP GP Spent
Items Sold	Subtotal + GP
Total Value of Sold Items	GP Gained GP Subtotal
Add ½ this value to your gp value	+ GP
Items Bought	GP Subtotal
	- GP
Total Cost of Bought Items Subtract this value from your gp value	GP