



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Return to the Isles
A Core Adventure
Set in the Nyr Dyv

Event: Date:

DM: Signature RPGA #

Play Notes:

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

Adventure Record#

593 CY
ADVENTURE
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

Necklace of the Hunt: This seashell necklace has been painstakingly woven from thin strands of a gold-green plantlike material...

Prerequisites: Craft Wondrous Item, creator must have 5 ranks in both Intuit Direction and Wilderness Lore while worn.

Malthindor, Oblivion's Blade: Forged in the time of the mage-priests to kill the mad wizard Yagrax, Malthindor is a longsword of dark beauty...

The sword feeds off the wielder's magical energies, growing in power as the wielder advances in magical ability...

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

Able to cast arcane spells: Touch of the Mage-Priests - the weapon is a +1 longsword.

1st-level arcane spells: Wave of Despair - as a standard action, when the blade is drawn, the wielder may cast bane as a 2nd-level caster once per day.

3rd-level arcane spells: Thrice-Magicked Form - as a standard action, the wielder can add the ghost touch, keen, or frost quality to the blade...

5th-level arcane spells: Hand of the Mage-Priests - the weapon is a +2 longsword.

7th-level arcane spells: Tapping the Well of Power - as a standard action, when the blade is drawn, the wielder may cast greater magic weapon upon it...

9th-level arcane spells: Oblivion Triumphant - whenever this weapon kills a creature, it cannot be brought back from the dead without a true resurrection spell cast upon the body...

Prerequisites: N/A; Market Price: 10,000 gp; Weight: 4 lb.
* This item is only available for purchase after Core scenarios in the Ether Threat series.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Javelin of lightning (Adventure, DMG)
Malthindor, Oblivion's Blade (Adventure*, see above)
Necklace of the hunt (Any, see above)
Potion of water breathing (Adventure, DMG)

APL 4 (All of APL 2 plus the following)

- Dust of dryness (Adventure, DMG)
Ring of swimming (Adventure, DMG)

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

- Trident of fish command (Adventure, DMG)
Universal solvent (Adventure, DMG)

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

- Gloves of swimming and climbing (Adventure, DMG)
Periapt of Wisdom +2 (Adventure, DMG)
Ring of mind shielding (Any, DMG)

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

- Boccob's blessed book (Any, DMG)
Decanter of endless water (Adventure, DMG)
Trident of warning (Adventure, DMG)

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

- Belt of giant strength +4 (Adventure, DMG)
Pearl of the sirens (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 1/2 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 Subtotal

FINAL GP TOTAL

TU

Starting TU

2 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