



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
By Cunning and Forced Cause
A Core Adventure
Set in The Theocracy of the Pale

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)

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

APL 2

max 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

Gratitude of the Theocracy: For ridding the Netherwood of the curse that created the decrepit Swampwood, the Theocracy of the Pale is quite grateful. The Church of the One True Path expresses its gratitude by giving you access to certain martial magic available to the Prelatal Army patrolling along the Netherwood.

The Church will upgrade any magic weapon you possess to have the ghost touch special ability from the Dungeon Master's Guide. You must pay the difference in market value between your existing weapon and the new weapon.

The Church will also allow you to purchase certain magic arrows, magic bolts, and the quiver of Ehlonna (referred to as the "quiver of Pholtus"). Access to these items is shown on the Adventure Record.

Lear's spellbook: This spellbook is useful to a wizard who wishes to copy these spells into her own spellbook. Before a wizard can prepare these spells, she must first copy them into her own spellbook, as per the rules on page 155 in the Player's Handbook.

The spellbook contains the following spells: o—all in PHB except Conjuraction magics; 1st—detect secret doors, magic missile, message, Nystul's magical aura, Nystul's undetectable aura, shield, Tenser's floating disk.

Wand of Shatter [three charges]: This wand is formed from sparkling crystal shaped like a tuning fork that has been enchanted to be as hard as steel. When the command word is spoken, it unleashes a shatter spell as though cast by a 3rd-level caster. The command word is "Shahd Oob Eh." When all charges are used, the wand shatters into a fine dust.

Market Price: 270 gp. (Frequency: Adventure; Requirements: as per DUNGEON MASTER's Guide, but must be made with 50 charges.)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- +2 arrows (must be purchased in lots of 50) (Any; DMG)
+2 bolts (must be purchased in lots of 50) (Any; DMG)
Lear's spellbook (Adventure; see above)
quiver of Ehlonna (Any; DMG)
wand of shatter [3 charges] (Adventure; see above)

APL 4-6 (all of APL2 plus the following)

- brooch of shielding (Adventure; DMG)
potion of cure serious wounds (Adventure; DMG)

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

- +3 arrows (must be purchased in lots of 50) (Any; DMG)
+3 bolts (must be purchased in lots of 50) (Any; DMG)
+2 cloak of resistance (Adventure; DMG)

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

- +3 cloak of resistance (Adventure; DMG)

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

- +4 arrows (must be purchased in lots of 50) (Any; DMG)
+4 bolts (must be purchased in lots of 50) (Any; DMG)
+2 chain shirt (Adventure; DMG)
hand of the mage (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

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