



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
A Man with Nothing
A Core Adventure
Set in Archclericy of Veluna

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 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

APL 14
max 1,800 xp; 6,000 gp

Bracers of the Magi: The platinum engraved bracers are covered in symbols of the arcane. Once a day, on command, the bracers will cast *Rary's Mnemonic Enhancer* at 7th level. This is activated as a spell completion type item. Caster Level: 7th; Prerequisites: Craft Wondrous Item, Rary's Mnemonic Enhancer; Cost: 10,000 gp; Frequency: Adventure

Influence with Redgar: Due to the recommendation of Bishop Ra'ned, Redgar has agreed to do some work for this character at reduced cost. Redgar will upgrade any **one** Masterwork or magical metal weapon or Masterwork or magical metal suit of armor/shield to +1 or +2. He is also willing to add the Light or Heavy Fortification ability to a Suit of Armor/Shield or the Flaming or Frost ability to a weapon. All of these upgrades must be done at the same time. Cross this influence off once used. Frequency: Any; Cost: Difference between old and new value of armor/weapon

Curse of Nessus: The bearer of this curse has betrayed the trust of Bishop Ra'ned and left Perdition. In doing so they may have put the entire Flanaess in grave danger.

<curse continued>

The curse takes the form of tattoo's that move around to form the true names of 303 devils. These markings cover both arms, chest, and the back of the bearer. Great care must be taken to hide them from the public. The bearer of these curse gains several benefits and penalties as described below.

The bearer of the curse is granted DR 5/+1, Cold, Fire, and Electric Resistance 5, and is immune to paralysis. Any wounds suffered by this PC cannot be healed by non-magical means. Only healing spells of 2nd level or higher can restore hp's to this character. For purposes of this curse it must be a spell or spell-like ability of 2nd level or higher to work. The bearers skin has no color and he does not have any detectable heartbeat. This causes a -4 penalty on any social interaction skill unless it can be masked in some fashion. The bearer detects as evil of a moderate strength at all times. Animal Companions, Cohorts, Followers, and Special Mounts will not adventure with this character until the curses are removed.

This curse cannot be removed by any currently known means. The cycle must complete itself before all is right again.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Potion of Haste* (Freq: Adventure; 5th level caster; DMG)
- ❖ *Potion of Protection from Elements [Sonic]* (Freq: Adventure; 5th level caster; DMG)
- ❖ Cloak of Resistance +2 (Freq: Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ *Bead of Force* (Freq: Adventure; DMG)
- ❖ Bracers of the Magi (Freq: Adventure; see above)

APL 10 (all of APLs 6-8 plus the following)

- ❖ *Potion of Protection from Elements [Cold]* (Freq: Adventure; 5th level caster; DMG)
- ❖ +1 Mithral Chain Shirt (Freq: Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +3 Mithral Chain Shirt (Freq: Adventure; DMG)
- ❖ Cloak of Resistance +3 (Freq: Adventure; DMG)
- ❖ *Boots of Speed* (Freq: Adventure; DMG)
- ❖ *Pearl of Power [2nd]* (Freq: Adventure; DMG)
- ❖ *Pearl of Power [3rd]* (Freq: Adventure; DMG)
- ❖ Bag of Holding [III] (Freq: Adventure; DMG)

APL 14 (all of APLs 6-12 plus the following)

- ❖ +3 Chain Mail (Freq: Adventure; DMG)
- ❖ *Necklace of Fireballs [VII]* (Freq: Adventure; DMG)
- ❖ *Potion Cure Serious Wounds* (Freq: Adv; 5th lvl caster; DMG)
- ❖ Ring of Protection +3 (Freq: Adventure; DMG)
- ❖ Cloak of Resistance +4 (Freq: Adventure; DMG)
- ❖ Headband of Intellect +4 (Freq: 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

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 Gained

XP

FINAL XP TOTAL