



This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA # \_\_\_\_\_

Has Completed  
Forlorn Memories  
A Regional Adventure  
Set deep under the Nyr Dyv

Play Notes:

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

Home Region \_\_\_\_\_



Adventure Record#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

APL 4

max 675xp; 558gp

APL 6

max 900xp; 692gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 2,703gp

APL 14

max 1,800xp; 6,000gp

**Shell Armor:** This armor is created out of specially treated tortoise shells and more exotic sea life. Druids can wear shell armor without losing access to their spells or class features. Normal shell armor is medium armor, has a cost of 25 gp, gives a +3 AC bonus, has a maximum Dex bonus of +3, an armor check penalty of -2, 20% arcane spell failure, and weighs 20 lb. Description of this item can be found in the *Arms and Equipment Guide*, pages 15-17.

Caster Level: varies dependant on bonus; Prerequisites: Craft Magic Arms and Armor for magical suits; Market Price: varies; Weight: 20 lb.

**Trident of the Depths:** This +1 trident allows its wielder to move through water with ease. While holding a trident of the depths, the wielder can swim at a speed of 30 feet. When submerged in water of any kind, the trident gains an additional +1 bonus on attack and damage. When submerged in ocean water, this bonus increases to +2; the bonus for being underwater stacks with the trident's enhancement bonus. Presented in the *Arms and Equipment Guide*, page 121.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, water walk; Market Price: 8315 gp; Weight: 5 lb.

**Forlorn Memories:** For bearing the burden of the Curse of the Voice, it seems that you are one of the very few that bear knowledge of Urzulegon, and the events leading to his return. Almost all others you have met remember nothing surrounding the prison beneath Delvenbrass, the black stone slab, or the demon. Despite all you do, written records and the conscious thought of others dismiss your ramblings on the matter. Whether this is a boon, or yet another curse, remains to be seen.

**Figurine of Wondrous Power (Aquamarine Dolphin):** This small ornate aquamarine figurine, commonly crafted by good-aligned aquatic races, transforms into a normal dolphin under the command of its possessor. The item can be used twice per week for up to 6 hours per use. In addition, the dolphin can cast *water breathing* as an 11th-level sorcerer once during each 6-hour period; the spell effect may last beyond the time the figure remains animated. When 6 hours have passed or the command word is spoken, the *aquamarine dolphin* once again becomes a tiny statuette.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, *water breathing*, must have the assistance of a good-aligned aquatic creature (which can be accomplished at the conclusion of any normal scenario in which the character makes friendly contact with good-aligned aquatic creatures); Market Price: 14,000 gp; Weight: N/A.

**Writings of the Dark Caller:** You have decided to plumb into the blasphemous works of the corrupt kuo-toa known as Goluugula, the Dark Caller. For reading the vile tablets, you have uncovered knowledge most men were not meant to know, and upon concluding your studies, you must make a Will save (DC 15) or suffer a -1 inherent penalty to your Wisdom attribute that may only be reversed with a *wish* or *miracle* spell. Your studies allow you to have the potential to learn Speak Language (kuo-toa) (although you must still pay the normal skill point cost for learning the language), and you are able to summon a fiendish sea lion (alignment CE) with a *summon monster IV* spell, if you have such magic available to you (based on class and alignment restrictions).  
Will save result \_\_\_\_\_ -1 Inherent Penalty? \_\_\_\_\_

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 4-6

- ❖ *Figurine of wondrous power (aquamarine dolphin)* (Any, see above)
- ❖ *Wand of endurance* (Adventure, 3rd level caster, Market Price: 4,500gp, DMG)
- ❖ +1 *shell armor* (Adventure, A&EG)
- ❖ *Javelin of lightning* (Adventure, DMG)

APL 8 (All of APLs 4-6, plus the following)

- ❖ *Trident of the depths* (Adventure, A&EG)

APL 10 (All of APLs 4-8, except +1 *shell armor*, plus the following)

- ❖ +2 *shell armor* (Adventure, A&EG)
- ❖ +2 *large shield* (Adventure, DMG)
- ❖ *Periapt of Wisdom (+2)* (Adventure, DMG)

APL 12 (All of APLs 4-10, except +1 *shell armor*, plus the following)

- ❖ *Staff of frost* (Adventure, DMG)

APL 14 (All of APLs 4-12, except +1 and +2 *shell armor*, plus the following)

- ❖ +3 *shell armor* (Adventure, A&EG)
- ❖ *Rod of negation* (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

GP  
Starting GP

- GP  
GP Spent

GP  
Subtotal

+ GP  
GP Gained

GP  
Subtotal

+ GP  
GP Gained

GP  
Subtotal

- GP  
GP Spent

GP  
Subtotal

GP  
FINAL GP TOTAL