

This Record Certifies that Played by Player RPGA # Has Completed			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)
	tle War: Prelude			<i>.</i>
A Regional Adventure			Date:	APL 2
Set in Keoland		DM:	nnc.	max 450 xp; 400 gp
		Signature	RPG	
Cross out any game effects this character does not gain. **Designation** Longtooth This weapon is highly prized by the wee folk (halflings and gnomes) that journey out in search of adventure. As a standard action, the wielder may command Longtooth to transform from one of its forms to another. Longtooth can be a +1 small dagger, +1 small short sword, or a +1 small longsword. Faint Transmutation, CL: 5'; Perequisities Craft Magic Arms and Armor, shrink item, Market Price 8,315 gp; Weight ½ lb. (dagger), 1 lb. (short sword), 2 lbs. (longsword).		arm). PCs with this mark are under the cast by a cleric of Brandobaris may remo wish, wish or miracle spell will remove this mark. If the mark is removed, place atonement, the player of the PC cleric M Ole '68	black tattoo imprinted on het forearm (even chance for either permanent effect of a reduce person spell. An axonement spe we the mark (thus dispelling the effect). Otherwise a limited the mark and the effect. No other spell can negate the effects an X through this entry. NOTE: If a PC cleric casts the UUST contact the Keoland Triad to confirm the casting.	max 675 xp; 600 gp APL 6
Pemlo's Skiprock This halfling skiprock (A&EC) acts as a +1 returning weapon. Once per week, the wielder of Pemlo's Skiprock can cast car's grace on himself (as a 3" level caster), but this can only be done within 10 rounds of hitting and damaging an opponent with the skiprock. A PC may only own a single Pemlo's Skiprock Skiprock The Skipro		fear effects and a +1 morale bonus on att	e grants a +t morale bonus on saving throws against charm an ack and weapon damage rolls for ro minutes for every draugh aughts. Place an X in these circles as each draught is consum- sold and has no gp value.	max 900 xp; 800 gp
Moderate Transmutation; CL: 9 th ; Prerequisites: Craft Magic Arms and Armor, telekinesis, cat's grace, Market Price 8,612 gp, Weight: 1/4 lb. **WANTED!* WANTED!* You have been banished from the County of Cryllor due to your ineptitude, misconduct, or general disregard for the laws of the town. This PC may not participate in any adventure that is set in the County of Cryllor, For adventures partially set in the County of Cryllor, you may not		these shares; the sale price varies with tis adventures that specify such a sale is per	gifted shares in A Penchant for Drink. The PC may sell or h me. Shares may only be sold during Keoland Regional mitted. Shares may be sold anytime during this adventure at below to record the number of shares you possess at the end of	75 max 1,125 xp; 1,250 gp
participate in the parts that occur in Cryllor (and lose access to anything you might have gained during those parts; including xp, gp, and item access). Contact the Keoland Triad at		Shares previously held (from	prior ARs):	APL 10
keoland mart poc@yahoo.com for detail → HUNTED!	ils about removing your WANTED! Status.	Shares bought in this adventu		max 1,350 xp; 2,100 gp
HUNTED! Due to the seriousness of your crimes, you have become a member of Keoland's Dead or Alive list. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for further details.		Shares given to PC by Pemlo i	n this adventure: +	The state of the s
Goodwill of the Guardians Your recovery if the Chronicle of share with you some of their "tricks of used) to gain one-time access to any sing	Cryllor is deeply appreciated by the Guardians. They offer to the trade*. A PC may expend this goodwill (mark this entry as gle legal feat from <i>Song and Silence</i> .	Shares still held (at end of this	s AR):	APL 12 max 1,575 xp; 3,000 gp
TU Starting TU I OT 2 TU TU Cost	ITEMS FOUND DURING THE ADVENT Cross off all items NOT found APL 2: Longtooth (Regional, Pemlo's Skiprock (Regional, Quick-Escape Armor)	see above) gional, see above)	Lifestyle None Standard (12 gp x TU) Rich (50 gp x TU) Luxury (100 gp x TU) Lifestyle Cost	GP Starting GP
- TU	A&EG)	10 (0)	Other Coin Spent	- GP
Added TU Costs	ADT (ADT a Terms of less)		Total Coin Spent	GP Spent
APL 4 (APL 2 Items plus): * Brooch of Shielding (2)		Adventure, DMG)	Items Sold	GP Subtotal
TU REMAINING	APL 6 (APL 2, 4 Items plus):			+ GP
	+1 Large Morningstar			—
	* Large Heavy Pick (Ad			GP Gained
XP	Large Hide Armor (Ad	ivemuie, PH)		GP
Starting XP APL 8 (APL 2, 4, 6 Items plus):			Total Value of Sold Items	Subtotal
- XP	❖ Masterwork Large Heavy Pick (Adventure, PH)		Add ½ this value to your gp val	ue + GP GP Gained
XP lost or spent APL 10 (APL 2, 4, 6, 8 Items plus		ıs):	Items Bought	GP GAINE
Subtotal APL 12 (APL 2, 4, 6, 8, 10 Items		plus):		Subtotal
+ XP	+1 Large Heavy Pick (.Cloak of Charisma +2	Adventure, DMG)		- GP
XP Gained			Total Cost of Bought Items	GP Spent

GP

FINAL GP TOTAL

Subtract this value from your gp value

ХP