

This Record Certifies that

Played

Has Completed Ver5-02 Fallen Hero

A Regional Adventure

Set in the Verbobonc Region

This character has learned of the deity secretly

[] Influence Point with House Avgustin for aiding

┏[] Characters who are members of the Avgustin House Guard meta-org while playing this scenario

have the first items listed under each APL, below,

[] Beard Hairs: The character has a clump of grey

worshipped by Lady Elise Avgustin, heir to House

[] Influence Point with House Saflynd for

providing information about Lord Shannus.

Avgustin, and her regent, Captain Yronl.

the family in this difficult time.

changed to frequency: Regional

RPGA #

by.

-or-

Player

Check one of these:



Play Notes:

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

Home Region_

Event: DM:	Date:	
Signature	RPGA #	

♥ Elemental Gem, superior: The elemental gem described in the DMG is only the least of a series of functionally similar magic items. An *improved* elemental gem summons a Huge elemental, a greater elemental gem summons a greater elemental and an elder elemental gem summons an elder elemental. All of these superior elemental gems appear identical to ordinary elemental gems, only their magic auras

differ. Strong conjuration; CL 11th (*improved elemental* gem), 13th (greater elemental gem) or 17th (elder elemental gem); Craft Wondrous Item, summon nature's ally VI (improved elemental gem), summon nature's ally VII (greater elemental gem) or summon nature's ally IX (elder elemental gem); Price 3,300 gp (*improved elemental gem*), 4,550 gp (greater elemental gem) or 7,650 gp (elder elemental gem).



APL 4 *max 675xp; 425gp*

APL 6 max 900xp; 850gp

APL 8 *max 1,125xp; 1,300gp*

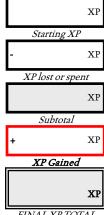
APL 10 max 1,350xp; 2,300gp

APL 12 *max 1,575xp; 3,300gp*

hairs pulled from a beard. TU Starting TU Cross off all ite

1 OT 2 TU		
TU Cost		
- TU		
Added TU Costs		

TU REMAINING



		MS FOUND DURING THE		
	ADVENTURE			
	Cross off all items NOT found			
	APL	•		
	*	<i>Ring of sustenance</i> (Adventure, DMG)		
	*	Mithral breastplate (Adventure, DMG)		
	*	<i>Elemental gem (transparent)</i> (Adventure,		
		DMG)		
	APL 6 (all of APLs 4 plus the following)			
	*	<i>Ring of protection +2</i> (Adventure, DMG)		
	*	Improved elemental gem (transparent)		
		(Adventure, see above)		
	APL	8 (all of APLs 4-6 plus the following)		
	*	Boots of striding and springing (Adventure,		
	, i	DMG)		
1	*	<i>Greater elemental gem (transparent)</i>		
	*	(Adventure, see above)		
1	*	+1 maiming scythe (Adventure, Miniatures		
		Handbook)		
1	APL 10 (all of APLs 4-8 plus the following)			
1	*	Armbands of might (Adventure, CV)		
L	*	Elder elemental gem (transparent)		
		(Adventure, see above)		
	*	<i>+1 mithral breastplate</i> (Adventure, DMG)		
L	APL	12 (all of APLs 4-10 plus the following)		
	*	<i>Bag of holding, type II</i> (Adventure, DMG)		
ิส	*	<i>Boots of speed</i> (Adventure, DMG)		
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Lifestyle	GP
 Standard (12 gp x TU) Rich (50 gp x TU) Luxury (100 gp x TU) 	Starting GP
Lifestyle Cost	- GP
Other Coin Spent	
Total Coin Spent	GP Spent
	GP
Items Sold	Subtotal
	+ GP
	GP Gained
	GP
Total Value of Sold Items	Subtotal
Add ½ this value to your gp value	+ GP
There a Develo	GP Gained
Items Bought	GP
	Subtotal
	- GP
	GP Spent
Total Cost of Bought Item	
Subtract this value from your gp value	GP

FINAL XP TOTAL

FINAL GP TOTAL