



This Record Certifies that

by \_\_\_\_\_  
Played \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*A Deepening Malice*  
A Regional Adventure  
Set in The Shield Lands



Play Notes:

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

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

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

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



Adventure Record#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Thingizzard's Favor:** Characters that did not earn Thingizzard's ire are offered to have a weapon of theirs enhanced with the *spell storing* enhancement. If a character accepts, Thingizzard will start the enhancement with the druid spell *poison*. The DC of Thingizzard's *poison* spell is 20. The PC must pay the cost difference for the new item (but the *poison* spell placed in the weapon is free of charge). Write used across this text when this favor is redeemed.

☛ **Favor of Earl Janszen:** Earl Janszen is grateful for your efforts and writes a letter of recommendation for you to either The Arcanists Society or the Greycloaks (Circle one). You gain 1 influence point with the organization you chose.

☛ **Rotting Book:** You have recovered a rotting book. Due to its condition, deciphering it, even with magics, will be a slow process. You may spend 1 TU (and have the Judge note it on this AR) and then contact [poc@shieldlands.net](mailto:poc@shieldlands.net) for how to read the translation of this document.

Password: \_\_\_\_\_  
(filled in by your DM if you spend the TU)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ *Elixir of fire breath* (Adventure, DMG)
- ❖ *Eyes of the eagle* (Adventure, DMG)

APL 4: (All of APL 2 plus the following)

- ❖ *+1 cold iron shield* (Adventure, DMG)
- ❖ *Lens of detection* (Adventure, DMG)
- ❖ *Ring of counterspells* (Adventure, DMG)

APL 6: (All of APLs 2-4 plus the following)

- ❖ *Bag of holding, type IV* (Adventure, DMG)
- ❖ *+1 Heavy adamantite shield of bashing* (Adventure, DMG)

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

- ❖ *+3 Mithral breastplate* (Adventure, DMG)
- ❖ *+1 Full plate of Invulnerability* (Adventure, DMG)

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

- ❖ *+6 Cloak of Charisma* (Adventure, DMG)
- ❖ *+2 Steel Shield of undead controlling* (Adventure, DMG)
- ❖ *Rod of withering* (Adventure, DMG)

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

- ❖ *Talisman of the sphere* (Adventure, DMG)
- ❖ *+4 Amulet of natural armor* (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

FINAL GP TOTAL

TU

Starting TU

1 or 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