



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Ghosts of Admundfort
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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

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

Feat Access: For defeating the ghost, Quont Jythson, you have access to the Ghost Scarred feat from Libris Mortis.

Favor of the Cathedral of the Elder Wave: For returning the figurehead to the Cathedral of the Elder Wave, the faithful of Procan—the CN deity storms, winds, waves, and sea life—grant you ONE of the following (cross off all not selected):

- The Cathedral of the Elder Wave arranges for the PC to receive training in any ONE of the following feats from Stormwrack (circle the chosen one)—Black Water Invocation, Curling Wave Strike, Sailor's Balance, Sanctify Water, Storm Magic, or Sunken Song. Storm Magic is also found in Frostburn.
The Cathedral of the Elder Wave will arrange for the PC to receive training in any ONE of the following prestige classes (circle the chosen one)—stormcaster from Stormwrack, or storminger from Frostburn.
The Cathedral will arrange for the PC to acquire one of the following items from Stormwrack (circle the chosen one): buoyant armor upgrade, aquatic weapon upgrade, ring of four winds, magnificent captain's coat.

Prestige Class Access: From the experience with the unstable magic, and defeating the living spell(s), in the ruins of old Admundfort you have access to the wild mage prestige class from Complete Arcane.

Double Trouble: You must spend part of your time helping Trys, your true love, search for the warrior with the black sash. This costs you 1 TU every time you play a Shield Lands regional module. Trys is VERY grateful.

Messy Breakup: You broke it off with Trys. She did not take it well. You no longer receive "Trys" encounters in modules. During your next adventure, you suffer a -2 arcane penalty to all initiative checks. Now who could have put a spell on you...?

TU Starting TU

I TU TU Cost

- TU Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 2-6

- Heward's handy haversack (Adventure, DMG)
Flash pellets (Adventure, Complete Adventurer)
Balance pole (Adventure, Complete Adventurer)
Forgery kit (Adventure, Complete Adventurer)

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

- Boots of striding and springing (Adventure, DMG)

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

- Cape of the mountebank (Adventure, DMG)

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

- Rod of wonder (Adventure, DMG)

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP FINAL XP TOTAL

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value