



## This Record Certifies that

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

**Has Completed**  
**GEO4-06 Winter of Our Discontent**  
**A Regional Adventure**  
**Set in Geoff**



### Play Notes:

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

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

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

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



**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**  
max 450 xp; 450 gp

**APL 4**  
max 675 xp; 650 gp

**APL 6**  
max 900 xp; 900 gp

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

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

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

Cross out any game effects this character does not gain.

#### ☒ Favor of the Heart of the Hornwood

The Heart of the Forest provides access to one casting of the reincarnation spell for this PC. The PC automatically reincarnates as an elf (equal chance of being high, grey, wood, or half elf). The PC must pay standard NPC spellcasting costs for the spell. Mark this favor as USED when consumed.

#### ☒ Bondmate of the Heart

Only the PC that agreed to be the bondmate is eligible for this reward, which costs the PC 8 additional TUs. Being the bondmate grants this PC access (Frequency: Regional) to purchase one of the following items (circle the item selected): +1 wild dragonhide full plate, robe of blending, ring of evasion, cloak of displacement, minor, +1 holy precise composite longbow (+2 Str bonus) (A&EG), +1 energy aura longsword (A&EG, sonic deals 1d4 instead of 1d6 the other energy types deal).

#### ☒ Favor of Prince Galdor Fefalas

This PC spent at least 4 additional TUs helping the Hornwood elves reclaim their forest. In gratitude, the PC may exchange this favor with Prince Galdor for one of the following (circle item selected, mark this favor as USED when it is consumed):

- **Mithral:** PC gains access (Frequency: Adventure) to purchase a mithral version of any PH armor. At the time of the purchase, the PC may also purchase the following upgrades to the armor: +1 enhancement bonus, improved shadow armor special ability, improved silent moves armor special ability.
- **Hornwood Bow:** PC gains access (Frequency: Adventure) to purchase a shortbow or longbow (no composite versions) made from the wood of a hornwood tree. The bow costs double the cost of a standard version of that bow from the PH. It has a hardness of 8 and double the normal hp of a standard wooden bow due to the hardness of the material. When unstrung, a hornwood bow can be used as a quarterstaff. It takes a standard action to restring the bow for use.
- **Armor Upgrade:** The PC may choose to exchange this favor for access (Frequency: Adventure) to upgrade any one existing armor the PC currently owns with either or both of the following armor special abilities: improved shadow, improved silent moves.

TU

Starting TU

**1 OF 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

APL 2:

- ❖ Darkwood Buckler (Adventure, DMG)
- ❖ Pearl of Power – 1<sup>st</sup> level (Adventure, DMG)
- ❖ Quaal's Feather Token - Tree (Adventure, DMG)
- ❖ Quiver of Ehlonna (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ +1 Spell Storing Longsword (Adventure, DMG)
- ❖ Boots of Elvenkind (Adventure, DMG)
- ❖ Burrowing Arrow (Adventure, CW, Limit 10)
- ❖ Cloak of Elvenkind (Adventure, DMG)
- ❖ Wand of Cure Light Wounds (1<sup>st</sup> level caster, Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ +1 Elven Thinblade (Adventure, CW)
- ❖ +2 Spell Resistance (17) Half-Plate (Adventure, DMG)
- ❖ +2 Spell Storing Longsword (Adventure, DMG)
- ❖ Belt of Giant Strength +4 (Adventure, DMG)
- ❖ Lance of the Last Rider (Adventure, CW)
- ❖ Sacred Scabbard (Adventure, CW)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ +1 Composite Greatbow (Adventure, CW)
- ❖ Ring of Counterspells (Adventure, DMG)
- ❖ Shatterspike (Adventure, DMG)
- ❖ Wand of Cure Moderate Wounds (3<sup>rd</sup> level caster, Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Armor of the Unending Hunt (Adventure, CW)
- ❖ Cloak of Resistance +5 (Adventure, DMG)
- ❖ Phylactery of Faithfulness (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)
- ❖ Wand of Cure Serious Wounds (5<sup>th</sup> level caster, Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ +2 Elven Thinblade (Adventure, CW)
- ❖ +2 Spell Resistance (17) Full Plate (Adventure, DMG)
- ❖ Mantle of Faith (Adventure, DMG)
- ❖ Wand of Cure Critical Wounds (7<sup>th</sup> level caster, 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