



This Record Certifies that

played by _____
Player _____ RPGA # _____

Has Completed
The Venomous Temple
A Regional Adventure
Set in The Principality of Naerie



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 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

❖ **Suloise Blade of Thunder:** In the hands of any character other than a pureblood Suel, this sword acts as a *+1 longsword*. In the hands of a pureblood Suel, it becomes a *+1 thundering longsword* (+1d8 points of bonus sonic damage on a successful critical hit). Ancient Suloise prayers to Pyremius are written in the blade and the hilt (prayers of fire, murder, and poison).

Faint necromancy; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*; Market Price: 8,315 gp;
From DMG, page 225.

❖ **Suloise Hammer of Thunder:** In the hands of any character other than a pureblood Suel, this heavy mace acts as a *+1 warhammer*. In the hands of a pureblood Suel, it becomes a *+1 thundering warhammer* (+1d8 points of bonus sonic damage on a successful critical hit). Ancient Suloise prayers to Pyremius are written in the head and the grip (prayers of fire, murder, and poison).

Faint necromancy; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*; Market Price: 8,312 gp
From DMG, page 225.

❖ **Niruc, local hero of Greenrock:** Niruc is an honorable rank achieved by few, mostly local heroes and great elders. A Niruc is not bound to the village, but they receive benefits in social interactions in the area (+2 circumstance bonus to Diplomacy, Gather Information, and Bluff checks in village of Greenrock).

❖ **Disfavor of House Drien:** Character must pay 25 % tax of any treasure found in House Drien's fief, until she or he has done a favor for House Drien.

❖ **Favor of House Drien:** A favor of House Drien grants access to *+1 vicious lance* (Frequency: Regional, Source DMG).

❖ Sheyda's Spellbook

0—*resistance, acid splash, detect poison, detect magic, read magic, daze, dancing lights, flare, light, ray of frost, ghost sound, disrupt undead, touch of fatigue, mage hand, mending, message, open/close, arcane mark, prestidigitation, 1st—ray of enfeeblement, color spray, expeditious retreat, enlarge person, bestow wound, disguise self.* Market Price: 2,615 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Suloise hammer of thunder* (Frequency Adventure, Caster Level 5th, Source See above)
- ❖ *Suloise blade of thunder* (Frequency Adventure, Caster Level 5th, Source See above)
- ❖ *potion of aid* (Frequency Any, Caster Level 3rd, Source DMG)

APL 4 (all of APL2 plus the following)

- ❖ *wand of detect magic* (Frequency Any, Caster Level 1st, Source DMG)
- ❖ *Sheyda's Spellbook* (Frequency Adventure, Source See above)

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

- ❖ *oil of levitate* (Frequency Any, Caster Level 3rd, Source DMG)

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

- ❖ *divine scroll of hide from undead, delay poison and summon monster I* (Frequency Adventure, Caster Level 3rd, Source DMG)
- ❖ *oil of bless weapon* (Frequency Adventure, Caster Level 1st, Source DMG)
- ❖ *elixir of sneaking* (Frequency Adventure, Caster Level 5th, Source DMG)
- ❖ *efficient quiver* (Frequency Adventure, Caster Level 9th, Source 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 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