



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
ONW6-01 *Screams of the Damned*
Set in The Free State of Onnwal



Play Notes:

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

Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 1,800xp; 1,800gp

APL 8

max 2,250xp; 2,600gp

APL 10

max 2,700xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

Death of the Prophet: Any PC's who are a follower of the Paths of Tarnedas (member of the meta-org at the time this module is played) have witnessed firsthand the fall of their prophet. As such their superiors order them to make themselves present to get a full account of the portentous events. They must spend 1 TU immediately after the adventure. As such they then have access to either the following prestige class (but must still fulfill all prerequisites)

Stormcaster (Stormwrack).

OR

Upgrade any 1 bow by +1 up to +5 (player must pay all usual costs). Cross this through when used.

Blessing of Phaulkon: For the next 10 modules played with this character you gain a +1 divine bonus to attacks with any bow and once per module you may use *true strike* as a free action when firing a bow. Neither of these blessings work against followers of Phaulkon however and any attack on a Phaulkon render this blessing null and void.

Favour of Andru: Andru is willing to upgrade any 1 melee weapon of their choice by +1 up to +5 (player must pay all usual costs) or will upgrade any melee weapon with the *skillful* (CA) weapon item enhancement at normal cost. Cross this through when used.

Andru's Special Friend: The PC's must spend 1 module without Falinreth but once done he is willing to sell a *ring of spell battle* (CA) (Frequency Regional) at normal cost.

A Noniz Hero: The PC gains a +2 to Diplomacy when dealing with Noniz. Additionally the Noniz are willing to provide access to the spell *close wounds* (SC). The PC must spend 1 TU studying with the Noniz to gain this spell.

Wanted! Enemy of the Noniz: Wanted! Enemy of the Noniz: Any time a PC meets a Noniz and the Noniz succeeds on a DC [20 - Level of character] Intelligence check to recognize the PC, they refuse to have anything further to do with that PC or any party that chooses to associate with them.

TU
Starting TU

2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 6:

- ❖ Bracers of armor +2 (Adventure; DMG)
- ❖ Elemental gem (earth) (Adventure; DMG)
- ❖ Ghost net (Adventure; Libris Mortis)
- ❖ Wand of Cure Light Wounds (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- ❖ Bracers of armor +3 (Adventure; DMG)
- ❖ Circlet of blasting (minor) (Adventure; DMG)
- ❖ Metamagic rod, empower, lesser (Adventure; DMG)
- ❖ Vest of resistance + 3 (Adventure; CA)

APL 10 (all of APLs 6-8 plus the following):

- ❖ Amulet of health +4 (Adventure; DMG)
- ❖ Cloak of charisma +4 (Adventure; DMG)
- ❖ Cloak of resistance +2 (Adventure; DMG)
- ❖ Gloves of dexterity +4 (Adventure; DMG)
- ❖ +1 unholy greataxe (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- ❖ Circlet of blasting (major) (Adventure; DMG)
- ❖ Cloak of charisma +6 (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

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

Subtotal

- GP

GP Gained

GP

FINAL GP TOTAL