



This Record Certifies that

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

Has Completed  
Glory Dimmed

A Regional Adventure  
Set in the Viscounty of Verbobonc

Play Notes:

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

Adventure Record#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

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

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

APL 4  
max 675 xp; 598 gp

APL 6  
max 900 xp; 800 gp

APL 8  
max 1,125 xp; 1,250 gp

APL 10  
max 1,350 xp; 2,100 gp

APL 12  
max 1,575 xp; 2,998 gp

This character has continued to ally with one of the factions in the Iron Wood. Delete the non-applicable Trust, and mark the Trust that the characters have obtained:

This character has earned the **Trust of Shannus**. Shannus is a Brass Dragon Disciple willing to return his trust by guiding a character through the ritual training for any metallic dragon disciple. The character will spend two weeks with Shannus to prepare and perform the ritual and initial training afterwards. Shannus will guide a Brass Dragon Disciple for one 'Trust of Shannus'. Shannus will guide any other Metallic Dragon Disciple for two 'Trust of Shannus'. Characters must request a Regional Adventure Certificate from the Verbobonc Triad. The ritual and training require 2 Time Units.

This character has earned the **Trust of Breynin** the Moonlord

Cross out the following if it does not apply.

As long as this character encountered Feff the lantern archon in this scenario, the character may take Feff as a cohort under three conditions: the character must have the Leadership feat with a Leadership Score of at least 7, must have no other cohort, and must be lawful good, lawful neutral, or neutral good in alignment. Feff is a lantern archon, as found in the Monster Manual. Feff starts with zero experience points (and gains none for participating in this adventure). Once Feff accumulates 6,000 experience points, he becomes a 2 HD lantern archon. Once his experience total reaches 10,000, he becomes a 3 HD lantern archon, and at 15,000 experience points, he reaches his maximum advancement as a 4 HD lantern archon.

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- ❖ Eyes of the Eagle (Frequency: Adventure; DMG)
- ❖ Potion of Fire Breath (Frequency: Adventure; 3<sup>rd</sup> lvl caster; DMG)
- ❖ Quiver of Ehlonna (Frequency: Adventure; DMG)
- ❖ Rope of Climbing (Frequency: Adventure; DMG)

APL 6 (all of APL 4 plus the following)

- ❖ Horn of Fog (Frequency: Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ Bracers of Archery [3.5 - Lesser] (Frequency: Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ Bracers of Armor +3 (Frequency: Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ Cirlet of Persuasion (Frequency: Adventure; DMG)
- ❖ Collar of Resistance +4 (Frequency: 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 Items

Subtract this value from your gp value