



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed
Glory's Warriors
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

Home Region _____

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature RPGA #

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

Favor of Shannus: If Shannus the Dragon Disciple survived this scenario, and the Great Dire Dark was permanently destroyed, Shannus is grateful. Shannus will help spontaneous arcane casters unlock their inner potential. This character has access to the Dragon Disciple prestige class (Brass Dragon). Furthermore, for the next ten adventures, spontaneous arcane casters (like sorcerers and bards) may cast an additional spell each day as though they had the Extra Slot feat from *Tome and Blood*.

Favor of Breyin: If Breyin the Hound Archon survived this scenario, and the Great Dire Dark was permanently destroyed, Breyin is grateful. He must return to Mount Celestia, but before he leaves he will infuse one single creature, per character, with holy power from his celestial home. Each character may choose one animal companion, familiar, bonded mount, or other animal, and permanently apply the Celestial template to it (as per the rules in the *Monster Manual*).

Favor of Chen Tayber: Chen Tayber is very sorry about the trouble his creatures have caused, and gives everyone present in Glory a pair of passes to his show, Tayber's Mundivagant Menagerie.

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 4

- ❖ Keoghtom's ointment (Frequency: Adventure; DMG)
- ❖ Nolzer's marvelous pigments (Frequency: Adventure; DMG)
- ❖ Periapt of Health (Frequency: Adventure; DMG)
- ❖ Stone Salve (Frequency: Adventure; DMG)

APL 6 (all of APL 4 plus the following)

- ❖ +1 Ghost Touch Longsword (Frequency: Adventure; DMG)
- ❖ Chime of Opening (Frequency: Adventure; DMG)

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

- ❖ Lens of Detection (Frequency: Adventure; DMG)

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

- ❖ Gloves of Dexterity +4 (Frequency: Adventure; DMG)
- ❖ Slippers of Spider Climbing (Frequency: Adventure; DMG)

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

- ❖ Necklace of Adaptation (Frequency: Adventure; DMG)
- ❖ Scroll of Mass Bear's Endurance (Frequency: Adventure; Caster lvl 13th; 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 Item

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