



## This Record Certifies that

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

### Has Completed Rite of Eternal Spring 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 # \_\_\_\_\_



Adventure Record#

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

**APL 4**

max 1,350 xp; 1,200 gp

**APL 6**

max 1,800 xp; 1,600 gp

**APL 8**

max 2,250 xp; 2,500 gp

**APL 10**

max 2,700 xp; 4,200 gp

Cross out any game effects this character does not gain.

☛ **Dagger of Sacrifice:** This +1 mithral dagger allows the wielder to use, once per day, a *dismissal* effect (as per the spell, save DC 23 minus target's HD) upon a target creature struck by the blade. The wielder must decide to use this effect (as a free action), before making the attack roll. If the attack misses, the use of the effect is not lost for that day. This item may be upgraded with the *wounding* and/or *keen* enchantments at any time in the future, if the owner chooses to pay for the upgrade.

Moderate abjuration; CL: 7<sup>th</sup>; Prerequisites: Craft Arms & Armor, *dismissal*; Market Price: 8,502 gp; Weight: 1/2 lb.

☛ **Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_\_\_\_ extra TUs in Faerie (this number can be negative).

☛ **Influence with Gwenllian the Archdruid of Gyruff:** You have assisted Gwenllian on a mission of extreme importance for the Old Faith. She remembers your efforts on her behalf. Favor Level A.

☛ **Ire of Princess Calisse Skotti:** You have earned the ire of Calisse Skotti, the Grand Duchess of Geoff and Princess of Keoland. You may not use any favor higher than Favor Level C during Geoff regional adventures.

☛ **Memory Returned:** The memory that you gave the Three Sisters has been returned to you. Its return has not only erased the reduction to your Wisdom score, but has given you a +1 inherent bonus to either your Int, Wis, or Cha score (circle the one chosen) for one year from the date on this AR.

☛ **Sacrifice to the Summer Tree:** You have willingly bled to pay the price of the Summer Tree. Your maximum hit point total is permanently reduced by \_\_\_\_\_ points.

☛ **Favor of Riebe:** You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *tunic of greengrass*.

☛ **Favor of Lone Har:** You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *circlet of the honeybees*.

☛ **Favor of Runell:** You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *eyes of amber*.

☛ **Favor of Adoibah:** You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *necklace of the sirines*.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

##### APL 4:

- ❖ Ring of Climbing (Adventure, DMG)
- ❖ +1 Sickle, Alchemical Silver (Adventure, DMG)
- ❖ Dagger of Sacrifice (Regional, see above)

##### APL 6 (APL 4 Items plus):

- ❖ Potion of Haste (Adventure, DMG)
- ❖ Wand of Detect Magic (Adventure, 1<sup>st</sup> level caster, DMG)

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

- ❖ Wand of Detect Secret Doors (Adventure, 1<sup>st</sup> level caster, DMG)
- ❖ Wand of Enlarge Person (Adventure, 1<sup>st</sup> level caster, DMG)
- ❖ Quaal's Feather Token - Whip (Adventure, DMG)

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

- ❖ Wand of Invisibility (Adventure, 3<sup>rd</sup> level caster, DMG)
- ❖ Wand of Mirror Image (Adventure, 3<sup>rd</sup> level caster, 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 1/2 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

2 OR 4 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XP

XP lost or spent



Subtotal



+ XP

XP Gained



FINAL XP TOTAL