



## This Record Certifies that

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

### Has Completed

GEO5-08 Sorrow as Deep as Night  
A Regional Adventure Set in Geoff  
And Earned a Special Status



#### Play Notes:

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

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



Adventure Record#

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

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

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

This PC completed GEO5-08 Sorrow as Deep as Night and earned a special status.

#### ☛ Gift of the Satyr Prince

You have lain with Prince Romero of the Long Dale, a lord of a satyr tribe of Faerie, which has magnified your attractiveness and made you more nymph-like. Any physical blemishes are now a thing of the past. You gain a +2 circumstance bonus to all Charisma checks when dealing with the opposite sex.

Unfortunately, the Gift has affected your judgment and self control. If you spend more than a minute in close proximity (10 ft. or less) to an attractive humanoid or fey (Cha 14 or better) of the opposite gender, you must make a Will save (DC 12) or be compelled to flirt outrageously with that individual. If you make the save, you need not make another for that particular individual for the next 24 hours. Similarly, once a save is failed you continue to flirt whenever you are within 30 ft. of that particular individual for the next 24 hours. This gift lasts for three calendar years from your last visit to Faerie or last encounter with a satyr (as determined by the date on the AR of your last visit). You are *slightly fey touched* for as long as the gift lasts.

#### ☛ Slightly Fey Touched

During the course of your interaction with the fey, you have been touched by their magic. Part of their glamour has rubbed off on you, and you are now no longer completely mortal. You are now immune to the Flowing Time of Faerie and can choose to leave Faerie when you desire without requiring a Will save.

In addition, your fey connections make you enchanting to mortals, granting you a +2 competence bonus to Bluff and Perform checks. However your ties to Faerie have caused you to develop a severe distaste for cold iron. While carrying any item made of cold iron on your person (items in extra-dimensional spaces are not on your person), you are distracted and take a -2 circumstance penalty to all attacks and skill checks.

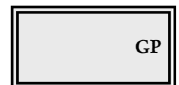
Subsequent actions that make you slightly fey touched prolong the effect but do not enhance it. Without regular contact with Faerie, the effect wanes. This effect lasts for three calendar years from your last visit to the Fey Lands (as determined by the date on the AR of your last visit).



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL