



This Record Certifies that

Played by: _____

Player

RPGA #

Has Completed
ESA6-03 River to the Sea of Choice
A Meta-Regional Adventure
Set in the Kingdom of Ahlissa



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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

Favor of the Church of Hextor: In addition for regular uses, it can be spend to gain one of the following:

- Repair 1 broken magical item for free.
- Grant access to the spell *hypothermia* (SC)
- Upgrade any vest or cloak of resistance by 1 up to +3.

Favor of the Church of Trithereon: In addition to regular uses, it can be spend to gain one of the following:

- Upgrade any weapon or armor by 1 up to +3.
- Grant access to the spell *rhino's rush* (SC).
- Meta-regional access to a wand of cure light wounds and cure moderate wounds.

Only ONE favour may be used. Circle the favour used and record the AR here: _____

Disfavor church of Hextor/Trithereon: Members of the mentioned church in the Splintered Suns refuse to provide you any spell services (unless directly working for them), their initial attitude is 1 step worse and they can never be more than friendly. The disfavor can be removed with a favor with the mentioned Church.

Disfavor of the Royal Guild of Merchants – For leaving the keelboat unprotected the PC has gained the disfavor of the Royal Guild of Merchants. This might have repercussions in other adventures.

Favor of Vangis: For providing equipment so desperately needed for free, Vangis has arranged for a 5% reduction in all NPC spell casting (expensive material components excluded) provided by the Established church of Zilchus for one entire calendar year.

Wanted in Ahlissa: For 1 calendar year roll a d20 after an adventure set in Ahlissa. On a 1 and 2 the PC is arrested. When arrested the PC is fined for _____ gp and imprisoned for ____ TU.

Spellbook pages: You ripped out a couple of spellbook pages containing the following spells from SC:

APL 2+: slide and greater slide (cost: 150 gp)

APL 6+: backslash and earthbind (cost: 300 gp)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Necklace of fireballs, type I (Adventure; DMG)
- ❖ Quaal's feather token, anchor (Adventure; DMG)
- ❖ Vest of resistance +1 (Adventure; CA)

APL 4 (All of APL 2 plus the following)

- ❖ Vest of Resistance +2 (Adventure; CA)

APL 6 (All of APLs 2-4 plus the following)

APL 8 (All of APLs 2-6 plus the following)

- ❖ +2 full plate (Adventure; DMG)
- ❖ +2 heavy wooden shield (Adventure; DMG)
- ❖ Headband of intellect +4 (Adventure; DMG)
- ❖ Wand of cure light wounds (Adventure; 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 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

1 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