



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Dyv4-08 Linchpin
A Regional Adventure
Set in the Dyvers Region



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)

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

Eater of the Voice Death Knife: This weapon is a blade of the Eaters of the Voice, a vile cabal of assassins. It is clearly a weapon built for assassinations; it has a black steel blade with poison grooves, and a bone handle wrapped in leather. It is a work of great craftsmanship, and as such, confers a nonmagical +1 bonus to attack. The vicious knife is treated as a masterwork dagger in all respects. The blade also has other features that a malicious scoundrel might find interesting. The grooves on the surface of the blade are a perfect well for poisons. As such, any poison applied to the blade that normally would wipe off with a successful blow remains for a second successful attack. In addition, the bone handle of the weapon is longer than normal, and the end can be removed. The inside of the handle is hollow, and may store a draught of a potion, a dose of poison, several small spell components, or anything else that can fit into a tube 8 inches long by 1½ inches wide. This blade can only be associated with those that practice the dark arts. Any time the weapon is brandished or brought into view, many will recognize the weapon for what it is: the knife of a killer. (Cont.)

(Cont.) Good-aligned NPCs are horrified to realize the character is carrying such a weapon, and certain evil NPCs may covet it. Also, the various assassin's guilds throughout the Flanaess are very touchy about non-assassins carrying around a murderer's blade, and such groups might take steps to recover such an item if it is known missing.

☛ You were identified as a member of the Alliance. That can't be good....

☛ You died trying to protect Larissa Hunter's body double.

☛ You informed your guild of Larissa Hunter's flight from the city before you left. This allowed them a head start on political maneuvering on the rest of the city. You've earned an Influence Point with your guild for your diligence.

☛ You successfully protected Larissa Hunter's body double. In return for your diligence, she arranges for an additional reward. You have regional access to the Defending weapon enhancement.

Symbol of the Order of the Black Zealot: You recovered a holy symbol of Iuz that glows with a strange aura of Divination magic. Cost 50 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +1 *Eater of the Voice Death Knife* (Adventure; 2,450 gp, see above)
- ❖ +1 *maiming scimitar* (Adventure; MH)
- ❖ *Bracers of armor +2* (Adventure; DMG)
- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ *Headband of intellect +4* (Adventure; DMG)
- ❖ *Headband of intellect +6* (Adventure; DMG)
- ❖ *Scabbard of keen edges* (Adventure; DMG)
- ❖ *Symbol of the Order of the Black Zealot* (Adventure; see above)

❖ *Pearl of power* (1st level) (Adventure; DMG)

APL 12 (all of APL 10 plus the following)

- ❖ +2 *Eater of the Voice Death Knife* (Adventure; 8,450 gp, see above)
- ❖ +2 *maiming scimitar* (Adventure; MH)
- ❖ *Bracers of armor +3* (Adventure; DMG)
- ❖ *Pearl of power* (2nd level) (Adventure; DMG)

APL 14 (all of APLs 10-12 plus the following)

- ❖ +3 *Eater of the Voice Death Knife* (Adventure; 18,450 gp, see above)
- ❖ +3 *maiming scimitar* (Adventure; MH)
- ❖ *Bracers of armor +4* (Adventure; DMG)
- ❖ *Pearl of power* (3rd level) (Adventure; DMG)

APL 16 (all of APLs 10-14 plus the following)

- ❖ +3 *vicious Eater of the Voice Death Knife* (Adventure; 32,450 gp, see above)
- ❖ +3 *maiming, vicious scimitar* (Adventure; MH)
- ❖ *Bracers of armor +5* (Adventure; DMG)
- ❖ *Pearl of power* (4th level) (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 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

TU

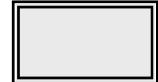
Starting TU

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