

This Record Certifies that

Played by _____
Player RPGA #

Has Completed

ADP6-03 Red Hand of Doom (Part Four)
An Adapted Adventure
Set in the March of Sterich



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 8

max 3,255 XP;
 3,900 gp

Cross out any game effects this character does not gain.

☛ **War-scarred:** Your experiences in the battle against the Red Hand horde will stay with you forever. You gain access (Frequency: Any) to three of the following from *Heroes of Battle* (circle the three selected): prestige classes (combat medic, dread commando, war weaver), feats (Block Arrow, Coordinated Shot, Expanded Aura of Courage, Guerilla Scout, Guerilla Warrior, Mounted Mobility, Plunging Shot, Ready Shot, Shield Wall), spells (*acid rain, aerial alarm, battlefield fortification, battlefield illumination, battlemagic perception, blaze of light, boiling oil, consecrate battlefield, drums of war, early twilight, hurtling stone, Leomund's billet, molten strike, resounding voice, shrieking blast, spiritual cavalry, spiritual charger, greater status, trip vine*), magic items (*overhead shield, armor of transport, rod of arming, rod of leadership, Daern's instant tent, everlasting rations, lesser horn of the rider, greater horn of the rider, banner of law, banner of the goblin's bane, sign of the favored*).

☛ **Victory!** This PC was key to an amazing victory over the Red Hand. This PC gains a +2 circumstance bonus to all Charisma-based checks in the Sheldomar Valley (+1 elsewhere in the Flanaess); this bonus is doubled when interacting with soldiers and military leaders. This PC also receives a +2 reputation bonus to their Leadership score. You gain access to the following from *Heroes of Battle*. Extra Followers feat, Practiced Cohort feat, any heraldic crest shield upgrade (a heraldic lion of Mittleberg).

☛ **Defeat!** This PC failed to help turn the tide in the battle with the Red Hand horde. This PC receives a -2 circumstance penalty to all Charisma-based checks in the Sheldomar Valley (-1 elsewhere in the Flanaess); this penalty is doubled when interacting with soldiers and military leaders. This PC also receives a -2 reputation penalty to their Leadership score.

☛ **Dragoncraft Armor or Shield:** Dragoncraft armor or shields are masterwork versions of armor and shields crafted from a dragon's hide that also grant energy resistance. A suit of dragoncraft armor or a dragoncraft shield grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the armor. It doesn't stack with any other energy resistance of the same type possessed by the character.

In addition, dragoncraft armor is treated as one category lighter for movement and other determinations. Heavy dragoncraft armors are treated as medium, and medium and light armors are treated as light. Armor check penalties are reduced by 2 (including the 1-point reduction for masterwork armor or shield). Dragoncraft armor has the normal maximum Dex bonus.

Dragoncraft armor can be hide armor, scale mail, half-plate, or full plate armor. Dragoncraft shields can be light or heavy. Dragoncraft armor and dragoncraft shields weigh the same as ordinary armor and shields of the same type.

The dragoncraft quality adds 3,000 gp to the cost of light armor or shields, 6,000 gp to the cost of medium armor, and 11,000 gp to the cost of heavy armor. Creating a piece of dragoncraft armor or a dragoncraft shield requires a DC 25 Craft (armorsmithing) check.

☛ **Slew/Captured the Wyrmlord:** This PC's party slew or captured Wyrmlord Kharn.

☛ **Victory Points:** This PC has earned _____ Victory Points (of a maximum of 30 VP) during part four of *Red Hand of Doom*.

TU
 Starting

6 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 8:

- ❖ +1 arrow catching light wooden shield (Adventure; *Dungeon Master's Guide*)
- ❖ +1 composite shortbow, +3 Str bonus (Adventure; *Dungeon Master's Guide*)
- ❖ +1 wounding heavy pick (Adventure; *Dungeon Master's Guide*)
- ❖ +2 heavy steel shield (Adventure; *Dungeon Master's Guide*)
- ❖ +2 red dragoncraft full plate (Adventure; See Above)
- ❖ 10, adamantine arrows (Adventure; *Dungeon Master's Guide*)
- ❖ Arcane Scroll of *dominate person* (CL 9th; Adventure; *Dungeon Master's Guide*)
- ❖ *Cloak of resistance +2* (Adventure; *Dungeon Master's Guide*)
- ❖ Dose of purple worm poison (Adventure; *Dungeon Master's Guide*; Limit 2)
- ❖ Dose of striped toadstool poison (Adventure; *Dungeon Master's Guide*; Limit 6)
- ❖ *Elixir of love* (Adventure; *Dungeon Master's Guide*)
- ❖ *Elixir of truth* (Adventure; *Dungeon Master's Guide*)
- ❖ *Heward's handy haversack* (Adventure; *Dungeon Master's Guide*)
- ❖ Large greatclub (Adventure; *Dungeon Master's Guide*)
- ❖ Large hide armor (Adventure; *Dungeon Master's Guide*)
- ❖ *Minor ring of cold resistance* (Adventure; *Dungeon Master's Guide*)
- ❖ *Quiver of Ehlonna* (Adventure; *Dungeon Master's Guide*)
- ❖ *Wand of cause fear* (CL 1st; Adventure; *Dungeon Master's Guide*)
- ❖ *Wand of disguise self* (CL 1st; Adventure; *Dungeon Master's Guide*)

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 _____

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP

Subtotal

- GP

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

FINAL GP TOTAL