



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*Cult of the Stone Serpent*

A Regional Adventure

Set in Highfolk



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#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

❖ **Mirrorshield:** This *+1 mithral light shield* has been alchemically treated so as to be reflective as a mirror. A character wielding this shield and averting their eyes from a gaze attack has a 75% chance to avoid a saving throw, instead of 50%. In addition, as an immediate action, the shield may be used to redirect any one gaze attack targeted at the wielder to another target within 30 feet. This second effect causes the shield to shatter into small fragments, and become forever useless.

Caster Level: 13<sup>th</sup>; Prerequisites: 10 ranks in Craft (alchemy), Craft Magic Arms and Armor, *limited wish*, mithral small shield; Market Price: 7,560 gp; Weight: 3 lb.

❖ **Stoneheart Arrow:** This *+1 arrow* has an arrowhead crafted from the stone of victims of petrification attacks. When the firer confirms a critical hit, the target must make a Fortitude saving throw (DC 19) or be permanently turned to stone, as a *flesh to stone* spell.

Caster Level: 11<sup>th</sup>; Prerequisites: 5 ranks in Craft (weaponsmithing), Craft Magic Arms and Armor, *flesh to stone*, chippings from a petrified creature; Market Price: 640 gp; Weight: -.

❖ **Left Eye of a Medusa:** When a spellcaster casts *flesh to stone* with this component applied, there is a 50% chance that the saving throw DC of the spell is increased by +2. Alternatively, if a spellcaster uses this component when casting a *stone to flesh* spell, there is a 50% chance the target of the spell receives a +2 bonus to the Fortitude saving throw. No more than three of these can be found per character, and they can be added to a character's equipment at no cost. Check off as used. [ ] [ ] [ ]

❖ **Aquamarine Clasp:** As a reward for saving the village of Marringstone, Jadilstip has presented you with a beautiful gold clasp, with a large aquamarine inset. The item is not magical, but it is wearable as a cloak pin, hair clasp, or badge. Only one character may possess the clasp. Note the location worn below.

Clasp Location \_\_\_\_\_

❖ **Vision of Blysium:** You have seen a vision of a time long past, in a place far away, and a spiritual presence has touched your soul. If you are a good-aligned caster capable of casting *summon monster IV*, you can add celestial pegasus (alignment CG) to your list of summonable creatures. If you are a paladin, you can choose a celestial pegasus as your special mount at 8<sup>th</sup> level.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 6-8

- ❖ *Stoneheart arrow* (Adventure, see above)
- ❖ *Mirrorshield* (Adventure, see above)
- ❖ *Rope of climbing* (Adventure, DMG)
- ❖ *Stone salve* (Adventure, DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ *+1 scimitar, bane vs. magical beasts* (Adventure, DMG)
- ❖ *+1 light fortification heavy wooden shield* (Adventure, DMG)
- ❖ *+1 short sword, bane vs. humans* (Adventure, DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ *+1 blood seeking composite shortbow (+2 Str)* (Adventure, 8,525 gp, Complete Warrior)
- ❖ *+1 flaming short sword, bane vs. humans* (Adventure, DMG)
- ❖ *Cloak of Charisma +4* (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

I 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