



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Stepping into the Parlor
A Metaregional Adventure
Set in Iuz's Border States



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 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

☛ **Apprentice's Ring:** This slim copper band allows the wearer to cast the following spells once per day each as though the wearer was a first level sorcerer, by speaking the appropriate command word: *detect magic*, *detect poison*, *message*, and *prestidigitation*. This ring does not count against the maximum number of rings a PC may wear.

Faint varied; CL 3rd; Craft Wondrous Item, *detect magic*, *detect poison*, *message*, *prestidigitation*; Price: 990 gp.

☛ **Favor of Kaquize the Snake:** You have rescued Kaquize the Snake from the Old One's Court. For this aid, the seer has gifted you with small snake scale as a sign of his favor. The next time you fail a Listen or Spot check to avoid being surprised, you receive a precognitive flash, warning you of the danger and you are not surprised. When this occurs, the scale crumbles away to dust. This only occurs if the check is to avoid danger due to being surprised. Once this favor is used, mark "Used" across this favor.

☛ **Potion of *embrace the wild*:** As per the spell *embrace the wild* from Masters of the Wild, p. 87. A PC may only purchase one of these potions.

Faint Transmutation; CL 5th; Brew Potion, *embrace the wild*; Price: 750 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10:

- ❖ *Amulet of Mighty Fists* +1 (Adventure, DMG)
- ❖ *Apprentice's Ring* (Adventure, see above)
- ❖ *Lesser Silent Meta-magic Rod* (Adventure, DMG)
- ❖ Masterwork adamantite short sword (Adventure, DMG)
- ❖ *Ring of Counterspells* (Adventure, DMG)

APL 12: (All of APL 10 plus the following)

- ❖ *Adamantine short sword* +1 (Adventure, DMG)
- ❖ *Incandescent Blue Ioun* (Adventure, DMG)

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

- ❖ *Amulet of Health* +4 (Adventure, DMG)
- ❖ *Belt of Giant Strength* +4 (Adventure, DMG)
- ❖ *Chain Shirt of Shadow* +1 (Adventure, DMG)
- ❖ *Potion of embrace the wild* (Adventure, see above, Limit One)

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

- ❖ *Orange Prism Ioun Stone* (Adventure, DMG)
- ❖ *Potion of greater magic fang* +3 (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 or 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