



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Shattered Reflections

A Metaregional Adventure

Set in Acheron



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 exp; ogp

APL 12

max exp; ogp

APL 14

max exp; ogp

APL 16

max exp; ogp

This AR is only to be given to those players who undertook the Trial of the Witch Queen (Encounter Seven).

Karma (Fail): Your PC has been snuffed out of existence by the power of a goddess. Such things ripple through the natural order of things. Where one hero falls, another rises. Wee Jas has marked someone close to you: a sibling, a cousin, or possibly a friend. You may create this individual as your next PC. The PC you create is recognized by all followers of the Stern Lady as one of her chosen who has been marked for great things. All Suel feel a rightness about you, regardless of your actual race. In most situations clerics of Wee Jas will hold you in respect and contemplate the destiny the Ruby Sorceress holds for you. In the future, the karma of your death will reflect in blessings to this new PC in future adventures. This AR should be AR 1 for this new PC.

Blessings of the Stern Lady (Succeed): You have been tested by Wee Jas, the Ruby Sorceress herself. She has found you sufficient. She has chosen to reward you with access to new magic. If you are a cleric, sorcerer, or wizard, you may place the spell *catastrophic counterspell* (printed below) on your spell list. If you are not a cleric, sorcerer, or wizard, one time you may cast *catastrophic counterspell* as a spell-like ability as a sorcerer of your character level. In addition, any PC that has the Blessings of the Stern Lady has met the special requirement for the contemplative prestige class for the goddess Wee Jas. You have been touched by the Stern Lady and she plans to reward you with more knowledge in the future. []

Catastrophic Counterspell

Illusion (Shadow)

Level: Sor/Wiz 4, Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One spellcaster

Duration: 1 min./level or until discharged

Saving Throw: Will negates (see text)

Spell Resistance: Yes

While under the effects of this illusion the target is defended against attempts to counterspell his spells by creating the illusion of casting another spell altogether. When the spellcaster attempting to counterspell the target of this effect attempts to identify a spell and succeeds, he must make a Will save. If successful, they perceive the correct spell and may attempt to counterspell as normal. If caster attempting to counterspell fails the Will save, they are affected by the *catastrophic counterspell* and the enemy attempts to counterspell an incorrectly perceived spell. This counterspelling fails and interacts with the shadow energies protecting the target in a devastating way, causing 2d6 points of damage plus 2/per level (max +20). The *catastrophic counterspell* automatically ends when the energy is discharged.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

TU

Starting TU

XXXX TU

TU Cost

-XXXXXX TU

Added TU Costs



TU REMAINING

XP

Starting XP

-XXXXXXXXXX XP

XP lost or spent

XP

Subtotal

+XXXXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value

GP

Starting GP

-XXXXXXXX GP

GP Spent

GP

Subtotal

+XXXXXXXX GP

GP Gained

GP

Subtotal

+XXXXXXXX GP

GP Gained

GP

Subtotal

-XXXXXXXX GP

GP Spent

GP

FINAL GP TOTAL