



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*Lost But Not Forgotten*

A Regional Adventure

Set in The Empire of Iuz



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#

595 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

➤ **Favor of the Drinkers, Cowyr's Appreciation:** For completing their mission and rescuing their agent from the prison of Gibbering Gate and curing him of his madness, Cowyr and the Drinkers wish to reward you in some way in the future.

➤ **Thanks of an Elven Ranger:** For rescuing him from the prison of Gibbering Gate and curing him of his madness, an elven ranger from Highfolk has promised to reward you in the future. During any future event set in an Iuz metaregional, you may purchase one of the following items from him: *bracers of dawn (CW)*, *cloak of thorns (MH)*, *collar of command (MH)*, *quiver of Ehlonna*.

➤ **Thanks of a Cleric of Mayaheine:** For rescuing her from the prison of Gibbering Gate and curing her of her madness, a human cleric of Mayaheine from the Shield Lands has promised to reward you in the future. During any future event set in an Iuz metaregional, you may add any of the following enhancements onto a single weapon, armor, or shield: *animated, disarming (CW)*, *exit wound (CW)*, *fortification (any)*, *ghost touch*. You must pay the upgrade cost as normal.

➤ **Favor of the Church of Heironeous:** For recovering the body's Lord Aldreth and his companions, the Church of Heironeous grants you a free *resurrection* the next time you die.

➤ **Curse of Lord Belthraxx:** You have been slain by a decapitating blow from the cursed blade of the Balor, Lord Belthraxx. If you have been brought back to life, you find that a jagged scar encircles your neck where the abyssal lord's blade struck them down. This scar glows faintly with a fiendish red light. This lightning bolt-shaped scar identifies you as a very dangerous individual to any demon that comes across you. Demons target you over any other, and attempt to take your body back to the Abyss to garner favor with Lord Belthraxx. The scar can be hidden from normal sight, but any demon can sense the presence of the wound if they are within 30 ft. In addition, any time you are struck by a critical hit, you're dazed on your next turn, as the curse sends you a mental flashback of their death at the hands of Lord Belthraxx. During the flashback, you appear terror-struck; the red glow from the jagged scar suddenly deepens as blood seeps from the wound. There is no known way to remove this curse at this time.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 12

- ❖ *Boots of elvenkind* (Adventure, DMG)
- ❖ *Cloak of elvenkind* (Adventure, DMG)
- ❖ *Headband of intellect +4* (Adventure, DMG)
- ❖ *Pearl of power, 2nd level spell* (Adventure, DMG)
- ❖ *Pearl of power, 3rd level spell* (Adventure, DMG)
- ❖ *+2 mithral buckler* (Adventure, DMG)
- ❖ *+2 mithral shirt* (Adventure, DMG)
- ❖ *Scroll of heal* (Adventure, DMG)
- ❖ *Scroll of restoration* (Adventure, DMG)
- ❖ *Mithral full plate of speed* (Adventure, DMG)
- ❖ *Periapt of Wisdom +4* (Adventure, DMG)

APL 14 (all of APL 12 plus the following)

- ❖ *Belt of giant strength +4* (Adventure, DMG)
- ❖ *+3 mithral buckler* (Adventure, DMG)
- ❖ *Orange prism ioun stone* (Adventure, DMG)
- ❖ *Periapt of Wisdom +6* (Adventure, DMG)

APL 16 (all of APLs 10-12 plus the following)

- ❖ *+3 breastplate* (Adventure, DMG)
- ❖ *Dust of disappearance* (Adventure, DMG)
- ❖ *Dragon bile poison* (Adventure, limit 1, DMG)
- ❖ *Headband of intellect +6* (Adventure, DMG)
- ❖ *+3 mithral shirt* (Adventure, DMG)
- ❖ *Scroll of raise dead* (Adventure, limit 1, 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