



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

NMR7-05– Raking Leaves

A one-round regional adventure set in the Theocracy of the Pale



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#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

☛ **Duergar's Favor:** For avenging their friends, the duergar have arranged for regional access to items marked with a D below. They are also willing to create a weapon, armor, or shield from the following materials: adamantite, mithral, or insect chitin (armor only; Sto:106). Items can be of dwarvencraft quality (RoS:159), but this must be chosen when this favor is used. All appropriate costs must be met. This favor may be used twice; cross off when used. ☐

☛ **Eaten:** Those at the table may spend 1 TU locating the PC's remains and gear. Only items with hardness 4+ have survived. The body was mostly destroyed and raise dead will not work. A resurrection or reincarnation must be obtained and paid for at the table. Charity of Friends may also be applicable. Note the following: Came Back: Y/N; spell: _____; form: _____; Charity of Friends: Y/N

☛ **Favor of Lilyfoot:** For befriending the friendless pixie, you may take her as a cohort (using the normal rules governing taking a cohort and the pixie stats in the MM 236 – cohort level 7 [9 with Otuluke's irresistible dance]). Lilyfoot has two levels of bard.

☛ **Returned the Canon Apocrypha:** The tome was returned to the Churches of Good. The PCs gain access to the items marked with the letters CA in the "items found" section.

☛ **Kept the Canon Apocrypha:** which inflicts on you a -1 penalty on saves vs mind-affecting spells and effects. Returning the book over to the Good churches removes this penalty and you may cross off this entry (but do not gain the "Returned" favor above).

☛ **Ancient Secrets:** Each of these tomes holds one area of study. By spending 1 TU (to a maximum of 6 TUS) studying, you gain access to ONE of the following: **PrC:** Alienist, Mindbender, Suel Archanamach (CA), Daggerspell Mage, Daggerspell Shaper (CA); **Spells:** combined talent, dawnburst, ghost lantern, heart of air/earth/fire/water, magic savant, spellcaster's bane (CM); **Alternate Class Features:** Spell Sense, Armored Mage, Curse Breaker (CM), Align Strike, Death's Ruin (CC)

☛ **Talked Your Way Through:** You used words to achieve your mission and lose access to all items below marked with a *. The Builder will aid you in study, allowing you to pick two options per TU spent for Ancient Secrets and will sell any ONE of the following to you at a 10 % discount: *manual of bodily health/gainful exercise/quickness of action +1*, *tome of clear thought/leadership and influence/understanding +1*, (It costs 1 TU to gain the book's benefits

☛ **Read the Book:** You have read a book before it was ready to be read and have sundered your mind. You are under the affects of an insanity spell that can be removed as normal.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found.

APL 4

- ❖ +1 mithral chain shirt^D (Adventure; DMG)
- ❖ healing belt* (Adventure; MIC 110, 750gp)
- ❖ pearl of power 1^{CA} (Metaregional; DMG)
- ❖ least revelation crystal^{CA} (Metaregional; MIC 66, 400gp)
- ❖ safewing emblem (Adventure; MIC 131, 250gp)
- ❖ fountainhead bolt (Adventure; MIC 52, 306gp)
- ❖ everlasting rations (Adventure; MIC 160, 350gp)
- ❖ everful mug (Adventure; MIC 160, 200gp)
- ❖ field provision box (Adventure; MIC 160, 2,000gp)

APL 6 (all of APL 4 plus the following)

- ❖ cloak of elemental protection* (Adventure; MIC 87, 1,000gp)
- ❖ least fiendslayer crystal^{CA} (Metaregional; MIC 65, 1,000gp)
- ❖ third eye improvisation^{CA} (Metaregional; MIC 141, 1,000gp)

APL 8 (all of APLs 4-6 plus the following)

- ❖ anklet of translocation* (Adventure; MIC 71, 1,400gp)
- ❖ boots of the battle charger^{CA} (Metaregional; MIC 76, 2,000gp)
- ❖ amulet of teamwork^{CA} (Metaregional; MIC 70, 2,000gp)

APL 10 (all of APLs 2-8 plus the following)

- ❖ +1 shock composite longbow [STR 14]^D (Adventure; DMG)
- ❖ +1 flaming cold iron warhammer^D (Adventure; DMG)
- ❖ tan bag of tricks* (Adventure; DMG)
- ❖ rod of bodily restoration^{CA} (Metaregional; MIC 173, 3,100gp)
- ❖ lesser fiendslayer crystal^{CA} (Metaregional; MIC 65, 3,000gp)

APL 12 (all of APLs 2-10 plus the following)

- ❖ third eye freedom (Adventure; MIC 141, 2,600gp)
- ❖ minor cloak of displacement* (Adventure; DMG)
- ❖ greater fiendslayer crystal^{CA} (Metaregional; MIC 65, 5,000gp)
- ❖ eyes of truth^{CA} (Metaregional; MIC 99, 5,500gp)
- ❖ hat of disguise* (Adventure; DMG)

TU

Starting TU

O 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

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

Lifestyle

- ☐ None
- ☐ Standard (12 gp x round)
- ☐ Rich (75 gp x round)
- ☐ Luxury (75 gp x round)

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