



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

GEO8-03 Where All Shadows Lie
A Two Round Regional Adventure
Set in Geoff



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Adventure Record#

598 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 1,800xp; 1,800gp

APL 8

max 2,250xp; 2,600gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

Home Region

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Favor of She Who Rules: For bringing the war between the Shadar Kai and the people of Cysgod Annwn to an end, the Shadar Kai leader She Who Rules will personally bless you with the spirit of her people. Once during the module of your choice you will be imbued with the power of the Shadar Kai. For five rounds the PC will have the ability to do 1d6 Sneak Attack Damage (for those who can already sneak attack this is an additional 1d6), have +10 to their Hide and Move Silently skills, and have DR 1/Cold Iron.

Legendary Brightling: The PC has helped shape the course of the future of three peoples and must live with the consequences. You are now a Legendary Brightling. You have +10 fame bonus to Diplomacy, Bluff, and Intimidate Checks with denizens of the Plane of Shadow. As a consequence all Disguise Checks vs. denizens of the Plane of Shadow suffer a -10 penalty.

Favor of Victor Brightblade: For saving the alliance and the people of Cysgod Annwn, Victor Brightblade favors the PC with the following:

-The PC may upgrade any weapon to a Dragon Bane or Evil Outsider Bane for 50% of normal upgrade cost

-A Blessing of Dawn: The PC is granted a +4 circumstance bonus to the next death affect that strikes the PC. If the effect would not normally allow a save, then the PC make may attempt a Will Save, DC 25 to avoid the death effect.

Mark this Favor as USED when spent. Favor Level C.

Taken by the Plane of Shadow: For those PCs that have participated in all four Daughters of Geoff modules, you are now inexorably a part of the Plane of Shadow. This character gains the Dark template (*Tome of Magic*).

Gratitude of the Geoff Triad: For participating in the last Geoff scenario at its premiere, you gain a single boon usable only ONCE at *GEO8-IN3 "The Heart of Darkness"*. The boon manifests as a 1 time Geoff Triad re-roll of a d20 roll OR a Geoff Triad Action Point, where the Triad member rolls 1d6 and the roll is added to a single D20 result.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

❖ *Adamantine Spiked Chain* (Adventure; DMG)

❖ *Necklace of Adaptation* (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

❖ *Ring of Chameleon Power* (Adventure; DMG)

❖ *Metamagic Rod of Extend Spell* (Adventure; DMG)

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

❖ *Portable Hole* (Adventure; DMG)

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

❖ *Ring of Evasion* (Adventure; DMG)

❖ *Manual of Quickness of Action* +2 (Adventure; DMG)

Lifestyle (per Round)

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

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

2 or 4

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