



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max XP 300; 42 gp

APL 4

max XP 600; 96 gp

APL 6

max XP 900; 213 gp

APL 8

max XP 1,200; 694 gp

Played by _____

Player

RPGA #

Has completed

Fort Stonewall

A Regional Adventure

set in the Principality of Ulek

Cross out any game effect this character doesn't gain.

Alchemist's Arrows (10) - (Market Price: 750 gp; Frequency: Adventure): Marvels of craftsmanship, each alchemist's arrow carries a deadly load of alchemist's fire in its hollow shaft. When a target is struck the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites on contact with air, dealing 1d4 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

Druidic scroll of briar web (3rd level caster) - (Market Price: 150 gp; Frequency: Adventure): This spell causes grasses, weeds, bushes and even tress to grow thorns and then wrap, twist and entwine about creatures in the area or those who enter the area, holding them fast. Creatures that stand still are entangled, but experience no other effect and take no damage. Those that attempt actions (attack, cast a spell with a somatic component, move, and the like) take thorn damage of 1d4 points plus 1 additional point per caster level, and must make a successful Reflex save or be entangled. A character who tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage take) or lose the spell.

A creature that fails the Reflex save is entangled, can't move and suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. An entangled creature can try to break free

TUs Remaining

and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nontangled creature can move through the area at half speed, taking damage as described above. Each round nontangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent - one-half for 10 feet of briar web, three quarters for 15 feet and total cover for 20 feet or more.

Arcane scroll of choke (4th level caster) - (Market Price: 200 gp; Frequency: Adventure): A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders and shapechangers can be affected. Creatures without necks, such as beholders cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4. Spellcasting is possible, but the target must make a successful Concentration check (DC 10 + spell level + 1/2 the last damage dealt) or lose the spell. The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Tumbling Bolts (10) - (Market Price: 500 gp; Frequency: Adventure): A tumbling bolt resembles a standard crossbow bolt save for a few tiny holes and vents along the shaft. In fact, a tiny channel allows air to pass through the bolt when it's fired which causes the bolt to tumble when fired. Opponents targeted by a tumbling bolt can apply only half their Dexterity modifier to their AC (round down) due to the unpredictable tumble of approaching missile.

Event _____ Date: _____

DM: _____

Signature

RPGA #

ITEMS BOUGHT

Total

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable

Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1.

2.

3.

Consumable Items

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Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp

Bought/Sold Amounts

New Starting gp



has acquired the following in the scenario
Fort Stonewall

Recommendation for the Principality of Ulek Army

For helping deliver the supplies and important military information to Fort Stonewall, Commander Rond Stockbelly has given the character a recommendation to join the army if they should ever decide to do so. If the character is already a member of the Principality of Ulek army, this certificate serves as a commendation. This certificate can only be received and retained by a character whose home region is the Principality of Ulek.



GP Value: n/a
Weight: n/a
Use Restriction: Unusual
Tradeable: NO
Total Bonus:

Judge Signature _____ Date _____
RPGA # _____
Convention _____

If this certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate disqualification from play.

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