



This Record Certifies that

Played by _____

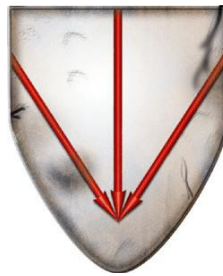
Player

RPGA #

Has Completed

Petals

**A Regional Adventure
Set in the Yeomanry
w/o the Optional Encounter**



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 2

max 450 xp; 450 gp

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

Cross out any game effects this character does not gain.

Favor of Serayis Forlora

Through actions of bravery, the PC has made a friend in Serayis Forlora, the blind priest of the Seldarine. Serayis is happy to magically enhance the PC's weapons, armor, or shields. The PC has access (Frequency: Regional) to purchase the following upgrades: +1 or +2 enhancement bonus for a weapon/armor/shield, *anarchic* weapon special ability, *holy* weapon special ability, and *bane* (*evil outsiders*) weapon special ability. The PC need only pay the difference in price for the upgrade.

Blessing of Leilacia, Nymph of the Sylvanwood

You have witnessed the beauty of Leilacia, the nymph, and have received her blessing. If you are of good alignment, you receive a +2 sacred bonus on all Charisma-related checks and a +1 sacred bonus on all saving throws against spells and spell-like abilities for the next two adventures (a two-round adventure counts as two adventures).

TU

Starting TU

1 OR 2 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Elixir of Hiding (Adventure, DMG)
- ❖ Elixir of Vision (Adventure, DMG)
- ❖ Pipes of Sounding (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +1 (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ Arcane Scroll of Glibness (Adventure, 5th level caster, DMG)
- ❖ Arcane Scroll of Good Hope (Adventure, 5th level caster, DMG)
- ❖ Pearl of Power – 1st level (Adventure, DMG)
- ❖ Potion of Remove Blindness/Deafness (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ❖ Hat of Disguise (Adventure, DMG)
- ❖ Pearl of Power – 2nd level (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ +2 Longsword (Adventure, DMG)
- ❖ Heward's Handy Haversack (Adventure, DMG)
- ❖ Ring of Climbing, Improved (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Pearl of Power – 3rd level (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +3 (Adventure, DMG)
- ❖ Dusty Rose Prism Ioun Stone (Adventure, DMG)
- ❖ Clear Spindle Ioun Stone (Adventure, 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 Items

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



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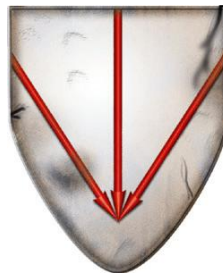
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Home Region _____

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594 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 2

max 600 xp; 675 gp

APL 4

max 885 xp; 975 gp

APL 6

max 1,170 xp; 1,350 gp

APL 8

max 1,455 xp; 1,950 gp

APL 10

max 1,740 xp; 3,450 gp

Cross out any game effects this character does not gain.

✦ Favor of Serayis Forlora

Through actions of bravery, the PC has made a friend in Serayis Forlora, the blind priest of the Seldarine. Serayis is happy to magically enhance the PC's weapons, armor, or shields. The PC has access (Frequency: Regional) to purchase the following upgrades: +1 or +2 enhancement bonus for a weapon/armor/shield, *anarchic* weapon special ability, *holy* weapon special ability, and *bane (evil outsiders)* weapon special ability. The PC need only pay the difference in price for the upgrade.

✦ Blessing of Leilacia, Nymph of the Sylvanwood

You have witnessed the beauty of Leilacia, the nymph, and have received her blessing. If you are of good alignment, you receive a +2 sacred bonus on all Charisma-related checks and a +1 sacred bonus on all saving throws against spells and spell-like abilities for the next two adventures (a two-round adventure counts as two adventures).

✦ Improved Familiar: Rillin the Pseudodragon

Rillin the pseudodragon has agreed to become the familiar of one of the PCs (as per the improved familiar guidelines in the *DMG*). He will only adventure with the PC if the PC bonds him with the Improved Familiar feat (see the *DMG*), however. If the PC does not have the feat, and takes Rillin on an adventure, he runs away at the first sign of danger, never to return. If the recipient of this boon does not have the prerequisite level or feat, Rillin will wait until he/she does. This PC also gains access to the Improved Familiar feat.

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Cross off all items **NOT** found

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- ❖ Elixir of Vision (Adventure, DMG)
- ❖ Pipes of Sounding (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +1 (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ Arcane Scroll of Glibness (Adventure, 5th level caster, DMG)
- ❖ Arcane Scroll of Good Hope (Adventure, 5th level caster, DMG)
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APL 6 (APL 2, 4 Items plus):

- ❖ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ❖ Hat of Disguise (Adventure, DMG)
- ❖ Pearl of Power – 2nd level (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ +2 Longsword (Adventure, DMG)
- ❖ Heward's Handy Haversack (Adventure, DMG)
- ❖ Ring of Climbing, Improved (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Pearl of Power – 3rd level (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +3 (Adventure, DMG)
- ❖ Dusty Rose Prism Ioun Stone (Adventure, DMG)
- ❖ Clear Spindle Ioun Stone (Adventure, DMG)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
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Lifestyle Cost

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Total Coin Spent

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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

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