



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*In Deepest Oerth*

A Regional Special Adventure  
Set in the Marchland of the Adri



### 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#

596 CY

ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 1,350xp; 1,350gp

APL 4

max 2,025xp; 1,950gp

APL 6

max 2,700xp; 2,700gp

APL 8

max 3,375xp; 3,900gp

APL 10

max 4,050xp; 6,900gp

❖ **Boccob's Blessing:** You thwarted the plans of the Vecna Cultists and prevented the strengthening of Vecna. Therefore, the church of Boccob grants you a one-time access to a magical item of your choice (you can't buy an upgrade) from the DMG, up to a maximum gold value of 25,000 gp. Artifacts, evil items and intelligent items cannot be bought. If you are a member of a MO of Boccob at the time you played this scenario, the maximum gold value of the item is 36,000 gp.

❖ **Favour of Garwin:** You have earned the favour of Garwin by laying to rest his brother's body. Its effects will be determined in later adventures. (Only award this Favour if the PCs bury Garwin's brother; if not, cross it off.)

❖ **Wizardly Lore:** You have found the spell book of the duergar wizard. It contains some useful spells: *transmute rock to mud*, *Otiluke's resilient sphere*, *fist of stone* (SC), *slow*, *displacement*, *glitterdust*, *wall of stone*, *stony grasp* (SC), *lesser acid orb* (SC). Market price 1550 gp\*.

\* Includes *assay spell resistance* (see next bar).

❖ **Rao's Gratitude:** For recovering the stolen tome and defeating the Cult of Vecna, the church of Rao in Innspa grants you a one-time free use of each of the following spells. All spells are cast at CL 14<sup>th</sup>. *break enchantment* *restoration* *heroes' feast* *greater magic weapon*

If you are a member of a MO of Rao, these two spells are also granted: *remove curse* *heal*

❖ **A Strange Page Torn from a Book:** You have found a strange book page. It is written in Infernal and seems to contain notes on business deals in cryptic short-hand. It holds a formulaic sentence that, if held and read aloud, works like a *suggestion* spell (CL 14<sup>th</sup>) with 8 charges left. This is considered a use-activated magic item. Only one PC may leave the table with this item. It needs to be bought immediately at the end of the adventure. Price 6720 gp.

❖ **Ancient Knowledge:** The spell book of the duergar wizard contains an encrypted spell. By spending 1 TU, the PC can restore the following spell: *assay spell resistance* (SC).

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Duergar spell book (Adventure, see above)
- ❖ *Dust of tracelessness* (Regional, DMG)
- ❖ Elven thinblade (Regional, Races of the Wild)
- ❖ *Glamerd* armor upgrade (Regional, DMG)
- ❖ Mithral heavy shield (Regional, DMG)
- ❖ *Spellsight spectacles* (Adventure, Complete Adventurer)
- ❖ *Wand of magic missile* (15 charges) (Regional, CL 5th, DMG, 1,125 gp)
- ❖ *Wand of silence* (15 charges) (Regional, DMG, 1,350 gp)

#### APL 4 (all of APL2 plus the following)

- ❖ *Vest of resistance +1* (Regional, Complete Arcane)
- ❖ *Wand of ice storm* (5 charges) (Regional, DMG, 4,200 gp)

#### APL 6 (all of APLs 2-4 plus the following)

- ❖ *Aroma of dreams* (Regional, Complete Arcane)
- ❖ *Wand of ice storm* (10 charges) (Regional, DMG, 5,625 gp)

#### APL 8 (all of APLs 2-6 plus the following)

- ❖ *Merciful* weapon upgrade (Regional, DMG)
- ❖ *+2 mithral heavy shield* (Regional, DMG)
- ❖ *Staff of frost* (5 charges) (Regional, DMG, 5,625 gp)

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

- ❖ *Elfbane* weapon upgrade (Regional, DMG)
- ❖ *Elemental bane* weapon upgrade (Regional, DMG)
- ❖ *Staff of frost* (10 charges) (Regional, DMG, 11,250 gp)
- ❖ *Strand of lesser prayer beads* (Regional, 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

6 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