



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
Treasure Hunt  
A Regional Adventure  
Set in The Dullstrand



#### 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#

595 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

**Favour of the Pilots of Dullstrand:** One time access to: *badge of valour* (CV), *bag of holding* type I, *eyes of the eagle*, *horn of fog*, *spool of endless rope* (CV). Or this may be kept for greater rewards.

**Enmity of the Pilots of Dullstrand:** You have earned the enmity of the Pilots of Dullstrand. From this day until the same date next year you pay double upkeep for any Dullstrand module and suffer a -2 penalty to all Charisma based skill checks taken in Dullstrand City

**Favour of the Scarlet Brotherhood:** If ever you are captured by the Scarlet Brotherhood, you will be freed at a cost of 1 extra TU. Alternately this may be used to annul a disfavour with the Scarlet Brotherhood. Cross this off when used.

**chest of holding:** This chest functions like an ordinary *bag of holding* type I. It is protected by an *arcane lock* cast at 20<sup>th</sup> caster level which can be bypassed by pure blood Suel (those with the feat) [scratch when successfully dispelled]. It has a superior lock, which requires a DC 35 Open Locks to open. Value: 2650 gp. [Only one per table]

**Ephraim's Spellbook:** (costs 50gp/page, APLs stack):

**APL2:** 1<sup>st</sup>—*acid orb* (lesser), *fire orb* (lesser), *sonic orb* (lesser), *instant search*, *mage armor*, *magic missile*, *master's touch*, *ray of enfeeblement*, *shield*

**APL4:** 2<sup>nd</sup>—*blindness/ deafness*, *false life*, *fireburst*, *fly* (swift), *glitterdust*, *locate object*, *scorching ray*, *sonic weapon*, *see invisibility*; 3<sup>rd</sup>—*arcane sight*, *dispel magic*, *fly*, *haste*, *fireball*, *lightning bolt*, *resonating bolt*, *slow*, *tongues*

**APL6:** 4<sup>th</sup>—*dimension door*, *enervation*, *Evard's black tentacles*, *orb of acid*, *screaming*, *unluck*, *wrath*

**APL8:** 5<sup>th</sup>—*arc of lightning*, *baleful polymorph*, *contact other plane*, *fireburst* (greater), *overland flight*, *reciprocal gyre*;

**APL10:** 6<sup>th</sup>—*arrow of bone*, *brilliant blade*, *contingency*, *disintegrate*, *legend lore* (Adventure)

**Blood Red Sea Shell:** This blood red shell, the type you can use as a trumpet, looks perfectly ordinary except for its colour. It might be of use in future scenarios. Value: 0 gp. [Only one per table. Only when the chest is opened do the PCs gain access to the shell]

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ *chest of holding* (Adventure, see above)
- ❖ Blood red shell (Adventure, see above)
- ❖ Quick escape masterwork full plate (Adventure, A&EG)
- ❖ *potion of water breathing* (Adventure, DMG)
- ❖ *wand of freedom of movement* (2 charges, 840 gp, Adventure, DMG)
- ❖ Art: Jade chess set 50 gp; (Adventure, see above)

#### APL 4 (All of APL 2 plus the following)

- ❖ *cloak of elemental protection* (Adventure, MH)
- ❖ *pearl of power* 1<sup>st</sup> (Adventure, DMG)
- ❖ *vest of resistance* +1 (Adventure, CA)

#### APL 6 (All of APL 4 plus the following)

- ❖ *ring of swimming* (Adventure, DMG)
- ❖ *vest of resistance* +2 (Adventure, CA)

#### APL 8 (All of APLs 6 plus the following)

- ❖ *vest of resistance* +3 (Adventure, CA)

#### APL 10 (All of APLs 8 plus the following)

- ❖ *elemental gem of water* (Adventure, DMG)
- ❖ *headband of intellect* +4 (Adventure, DMG)
- ❖ +1 *leather armor of light fortification* (Adventure, DMG)
- ❖ *vestment, druid's* (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

TU

Starting TU

I 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