



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
ONW7-01 The Orphans of the Storm
A Regional Adventure
Set in Onnwal



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#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 12

max 1,575 xp; 3,300 gp

Oil of Align Weapon: This functions in exactly the same way as the oils presented in the *Dungeon Master's Guide*, but contains the spell *align weapon* instead. The alignment is chosen when the oil is bought, not at the moment of use. The Warmages stock the Lawful, Good, and Chaotic versions of this item.

Favor of the House of Coriell: You have won favor with a representative of the House of Coriell. You gain Regional access to the following items (all in *Arms and Equipment Guide*): boot sheath; grappling hook, collapsible; listening cCone.

PCs who are members of the War Mages of Killdeer meta-organization also gain access to the following spells (all in *Spell Compendium*): rainbow blast, weapon of impact, wingbind.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Ioun stone (incandescent blue sphere) (Adventure; DMG)
- ❖ Large greatclub (Adventure; PHB)
- ❖ Large javelin (Adventure; PHB)
- ❖ Large hide armor (Adventure; PHB)
- ❖ Oil of Align Weapon (Chaotic, Good, or Lawful) (Adventure; CL 3rd; see above)
- ❖ Silversheen (Adventure; DMG)

APL 8 (All of APL 6 plus the following)

- ❖ Bracers of armor +2 (Regional; DMG)

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

- ❖ Bracers of armor +3 (Regional; DMG)

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

- ❖ Bracers of archery, lesser (Regional; DMG)

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

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