



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

SND8-01S Save Our Souls

A Regional Special set in the Kingdom of Sunndi



Play Notes:

- ☐ Gained a level
- ☐ Retrained
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/resurrected
- ☐ Was reincarnated



Adventure Record#

598 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

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

Boots of the Marshlands: This footgear is a great boon to those traversing the marshlands of the world. The wearer gains a +4 competence bonus on Swim checks, and is not hindered when moving through shallow bog terrain. It treats an area of deep bog as shallow bog for purposes of movement and Tumble checks.

Faint transmutation; CL 1st; Craft Wondrous Item, *webfoot*; Price 3,000 gp; Weight 1 lb.

Level-Headed: You earned a favor with King Kestor. In addition to regular uses you can spend it to gain 1 time access to one item from the list below. If you spend 1 additional favor with count or king Kestor at the same time you gain a 10% price reduction: weapon or armor upgrade *ghost touch*, *choker of life protection* (MIC), *gauntlets of ghost fighting* (MIC) or *shirt of wraith stalking* (MIC).

Touched by Minaurus: By spending one use of this power 1 opponent gets a -4 on its attack roll with an attack of opportunity against you. By spending 2 uses the opponent does not make the attack of opportunity (and hence does not spend it either). Activating the ability is an immediate action that has to be done before the opponent makes its attack of opportunity. It is a mind-affecting compulsion. Uses: [] [] [] []

Promotion Points Earned: 5; New Total:

Favor of the Church of Trithereon: You gain access to the feats Divine Censure, Divine Justice, Pious Defiance and Undo Spell Resistance or the prestige classes Hellbreaker and Hellreaver from *Fiendish Codex II*. Or you gain regional access to any single item from the Items Found section regardless of APL played:

Stigma of Wastri: Your skin has a hint of green-brown color and has become moist to touch. Followers of Wastri instantly recognize you as an enemy of the faith. In addition your skin has lost some of its protective properties. You require 1.5x as much water as normal. In a desert and on a saltwater ocean environment you have a -4 penalty on the Fortitude save to resist environmental heat effects and you gain 2x as much damage. Your protection against heat in such environments also counts as 1 level lower than normal (to a minimum of 0).

The curse can be removed by a *remove curse* cast at 17th level caster, *miracle* or *wish*. By spending a favor with the clergy of Wastri, 1 TU and 150 gp the curse is removed as well.

Made a Deal with a Devil of Mammon: This might have consequences in future scenarios

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2 and 4:

- ❖ Acrobatic boots (Adventure; 900 gp; MIC)
- ❖ Boots of the Marshlands (Adventure; 3,000 gp; see above)
- ❖ Elixir of hiding (Adventure; DMG)
- ❖ Elixir of sneaking (Adventure; DMG)
- ❖ Oil of iron silence (Adventure; SC)
- ❖ Scroll of iron silence (Adventure; SC)

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

- ❖ Bracers of the entangling blast (Adventure; 2,000 gp; MIC)
- ❖ Cloak of predatory vigor (Adventure; 1,400 gp; MIC)
- ❖ Necklace of fireballs (type I) (Adventure; DMG)

APL 8 and 10 (all of APLs 2-6 plus the following):

- ❖ Goggles of the sun (Adventure; 4,000 gp; MIC)
- ❖ Ki straps (Adventure; 5,000 gp; MIC)
- ❖ Retributive amulet (Adventure; 9,000 gp; MIC)

APL 14 and 16 (all of APLs 2-12)

- ❖ +1 glaive of dispelling (Adventure; CL 5; 8,308 gp; MIC)
- ❖ Circlet of rapid casting (Adventure; 15,000 gp; MIC)
- ❖ Crystal mask of mind armor (Adventure; 10,000 gp; MIC)
- ❖ Ring of spell-battle (Adventure; CL 14; 12,000 gp; MIC)

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

2 or 4 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL