



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*Dyv5-05 Riposte*

A Regional Adventure

Set in the Dyvers Region



### 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

APL 12

max 1,575xp; 3,300gp

☛ **Honorable Mention of Larissa Hunter:** You have proven your worth to Dyvers and are recognized by Magister Hunter for service above and beyond the call of duty. All the items below count as having regional access. Characters with the home region of Dyvers may forego this regional access and wait to use this favor at a later time. Circle your selection at the time the AR is received.

Regional Access / Wait

☛ **Zilchan Loan:** You could not afford the 1,500 gp for the Golden Finger prosthetic, so you accepted the terms offered by the Cathedral of Zilchus. You will make a payment of 250 gp for the next 10 adventures you participate in. Forfeiture of this loan results in the sale of all your possessions, and the garnishment of all money, items, and favors you would receive for the next 15 adventures.

**NOTE:** You may **NOT** use over-the-cap gold to pay off this debt, nor may you receive money from other players to pay this cost.

☛ **Preparation of the Guilds:** You begin your next adventure with the following spells pre-cast by an 18th-level caster, right at the start of that adventure no exceptions: *bear's endurance*, *bull's strength*, *cat's grace*, *heroes feast*, and *shield of faith*.

☛ **The Great Guildmaster's Golden Finger:** You have paid the Cathedral of Zilchus to cut off the pinky finger of your off-hand and replace it with a golden prosthetic. The next time you die—as long as the manner of death would leave remains (including a *disintegrate* but excluding a Barghest's feed ability)—if you are not able to be raised within 3 hours, the finger detaches and teleports back to the Cathedral of Zilchus in Dyvers where you can purchase the necessary spells to return you to life (*true resurrection* still requires Triad approval). If the death happens during an event not set in the Free Lands of Dyvers, you must pay 1 additional TU to be brought back from the dead.

Having a prosthetic finger is awkward. If you fight with an off-hand weapon, you suffer a -1 circumstance penalty to attacks with that hand.

☛ **Traitor's Spellbook:** You've found the traitor Bippy Nimbletoes's spellbook, but for some reason the pages are blank. Wrapped in a leather slipcase, the cover is made of iron and the pages from bone. Emblazoned on the inside front and back covers is the holy symbol of Iuz.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2:

- ❖ *Spellbook* (Adventure; 320 gp, *Complete Arcane*)

#### APL 4 (all items from APL 2 plus):

- ❖ *Amulet of Natural Armor +2* (Adventure; DMG)
- ❖ *Ring of Protection +2* (Adventure; DMG)

#### APL 6 (all items from APLs 2-4 plus):

- ❖ *Cloak of Charisma +4* (Adventure; DMG)
- ❖ *Waterproof Spellbook* (Adventure; 1,320 gp, *Complete Arcane*)

#### APL 8 (all items from APLs 2-8 plus):

- ❖ *Belt of Strength +4* (Adventure; DMG)
- ❖ *Gloves of Dexterity +4* (Adventure; DMG)

#### APL 10 (all items from APLs 2-8 plus):

- ❖ *Amulet of Natural Armor +4* (Adventure, DMG)
- ❖ *Levitating, Waterproof Spellbook* (Adventure; 3,320 gp, *Complete Arcane*)
- ❖ *+3 Strudded Leather Armor* (Adventure; DMG)
- ❖ *+1 Frost Composite Longbow* (+1 Str Bonus) (Adventure; DMG)

#### APL 12 (all items from APLs 2-10 plus):

- ❖ *Cloak of Charisma +6* (Adventure; DMG)
- ❖ *Levitating, Waterproof, Resistant to Energy (Major) Spellbook* (Adventure; 6,320 gp, *Complete Arcane*)

### 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

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