



This Record Certifies that



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 3,940xp; 4,550gp

Played
by _____
Player _____ RPGA # _____

Has Completed
ADP6-04 Fields of Ruin
A Regional Adventure

Event: _____ Date: _____
DM: _____

Major Boon with the temple of Beory: You have gained the blessing of Beory. The starting attitude of followers of Beory towards you is one step better than indicated. You get a 10% reduction on any fee for spellcasting, except for costly material components.

In addition you gain access to one of the following items (chosen when you gain this boon) – normal gold price still has to be paid:

- One-time upgrade of an *amulet of health* or a *periapt of wisdom* by one step.
- One-time upgrade of a *cloak* or a *vest of resistance* by one step.
- One-time access to the armor *Wild* enhancement.
- Core access to *Sylvan Scimitar* and any darkwood armor and weapon that can be made of darkwood and is in the PHB.

Favor with the faith of _____ in _____ (region): By delivering the *Earthcrown* at your local temple you earned their favor. This favor counts as a generic favor with said temple, but it does not provide direct access to magic items or limited items (though it might do so through other adventure ARs). Refer to your local triad for more information about regional favors.

Minor Boon with the temple of Beory: The temple of Beory promises to keep your magical loot safely in their faults until you need them. You gain access “Core” to the items marked with a * below – assuming the PCs recovered these items.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ *Boots of elvenkind* (Adventure; DMG)*
- ❖ *Cloak of elvenkind* (Adventure; DMG)*
- ❖ *Figurine of wondrous power, bronze griffon* (Adventure; DMG)*
- ❖ *Ioun stone, pale blue rhomboid* (Adventure; DMG)*
- ❖ Large arrows (Adventure; PHB)
- ❖ *Large +1 arrow* (Adventure; DMG; 42.8 gp)
- ❖ Large chainshirt (Adventure; PHB)
- ❖ Large cold iron arrows (Adventure; PHB)
- ❖ Large greatsword (Adventure; PHB)
- ❖ Large mighty composite longbow [Str +5] (Adventure; PHB)
- ❖ Large masterwork falchion (Adventure; PHB)
- ❖ Large morningstar (Adventure; PHB)
- ❖ Large spiked half-plate (Adventure; PHB)
- ❖ Large spiked heavy steel shield (Adventure; PHB)
- ❖ *Quaal's feather token, bird* (Adventure; DMG)*
- ❖ *Quaal's feather token, tree* (Adventure; DMG)*
- ❖ *Ring of wizardry, type I* (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 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

7 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