



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Walking in His Shoes
A –Metaregional Adventure
Set in Iuz's Border States



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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

➤ **Gratitude of Wystan Rook:** In thanks for freeing him from captivity, the spy Wystan Rook has made arrangements for the following rewards. Followers of St. Cuthbert gain access to the feat Cuthbert's Smite (Source: *Living Greyhawk Journal* #20; *Dragon Magazine* #306). In addition, the PC may purchase one of the following: a single +3 weapon of their choice from the PHB or pay to have the *axiomatic* special ability added to an existing magical weapon (the PC pays the cost difference for the new item). Once this portion of the Wystan's gratitude is used, cross it off.

➤ **Gratitude of Isadi ibn Behreuz Al-Amjad:** In thanks for turning him from an unrighteous path, Isadi ibn Behreuz Al-Amjad intends to make the following arrangements for the PC in the future. Followers of Al'Akbar gain access to the feat Invoke the Cup and Talisman (Source: *Dungeon/Polyhedron Magazine* #105). Training in the feat will require 2 TU's as the character learns the ability in Ekbir. In addition, the PC may purchase one of the following: a *carpet of flying* (5' x 10') or pay to have the *flaming burst* special ability added to an existing magical weapon (the PC pays the cost difference for the new item). Purchasing either will require 2 TU's as the PC travels to Ekbir to acquire the item. Once this portion of the Isadi's gratitude is used, cross it off.

➤ **Ill-Tempered Spellbook Volume I:** This spellbook is fairly typical of what a wizard might buy at an arcanists shop in Greyhawk – simple brown leather binding with a wooden slat in the spine. The feature of note is that the interior margins and white spaces are filled with insane ramblings and rants on a variety of topics.

Spellbook: 0—[all cantrips from the PHB]; 1st—[comprehend languages, enlarge person, expeditious retreat, mage armor, magic missile, ray of enfeeblement, true strike, unseen servant]; 2nd—[blur, fox's cunning, scorching ray, see invisibility]; 3rd—[fireball, haste, protection from energy, suggestion]; 4th—[mass enlarge person, polymorph]. (55 pages used; Value 2,750 gp)

➤ **Ill-Tempered Spellbook Volume II:** This spellbook is physically similar to Volume I above, although it is newer and in better condition.

Spellbook: 3rd—[fly]; 4th—[enervation]; 5th—[cone of cold, dominate person, feeblemind, waves of fatigue]; 6th—[mass cat's grace, mass suggestion, Otiluke's freezing sphere, repulsion]; 7th—[insanity, prismatic spray]. (65 pages used; Value 3,250 gp)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 8 and 10:

- ❖ *circlet of persuasion* (Adventure, DMG)
- ❖ Ill-Tempered Spellbook Vol I (Adventure, see above)

APL 12: (All of APLs 8-10 plus the following)

- ❖ *cloak of charisma* +4 (Adventure, DMG)
- ❖ Ill-Tempered Spellbook Volume II (Adventure, see above)

APL 14: (All of APLs 8-12 plus the following)

- ❖ *cloak of resistance* +2 (Adventure, DMG)
- ❖ *rod of splendor* (Adventure, DMG)
- ❖ *scepter of obedience* (Adventure, Miniatures Handbook)

APL 16: (All of APLs 8-14 plus the following)

- ❖ +2 *breastplate* (Adventure, DMG)
- ❖ *cloak of resistance* +3 (Adventure, DMG)
- ❖ *periapt of proof against poison* (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

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