



This Record Certifies that

played by _____

Player

RPGA #

Has Completed

TSS4-02 Blood Money

A Meta Regional Adventure Set in the
Iron Hills and the United Kingdom of Ahlissa



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 2

max 450 XP; 450 gp
(max 570 XP; 675 gp)

APL 4

max 675 XP; 650 gp
(max 855 XP; 975 gp)

APL 6

max 900 XP; 900 gp
(max 1,140 XP; 1,350 gp)

APL 8

max 1,125 XP; 1,300 gp
(max 570 xp; 1,950 gp)

(Use bracketed figures if
the optional encounter
is played).

☛ **Favor of Karralak:** For your part in protecting his caravan from the myriad of forces that sought to take it, Karralak has chosen to offer you free passage on his caravan at some point in the future, providing free Adventurer's Standard upkeep in any one future Splintered Suns Meta-Regional module. There may be additional uses for this favor at a future date.

☛ **Respect of the Scarlet Brotherhood:** For standing by and not getting involved with their agent, you have earned their respect. This grants you the one time ability to be released from a Scarlet Brotherhood jail immediately if you are incarcerated at some point after this date. When used, this reduces the TU cost for imprisonment by the Scarlet Brotherhood to 1 TU. Note, possession of this favour may have regional repercussions.

☛ **Iron League Bracelet:** A finely crafted bracelet made up of five iron links. This represents the five allies of the Iron League, and is a symbol adopted by the Idee Volunteers to represent their aspirations for "occupied Idee". Anyone wearing such a bracelet who encounters a member of the Idee Volunteers will be treated as having the "Favour of the Idee Volunteers".

☛ **Gal-Ralan:** When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body, but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drain, and effects that affect the wearer's soul (such as the shadow curse).

Caster Level: 5th; Prerequisites: Craft Wondrous Item, resistance, caster level must be three times that of the gal-ralan's bonus; Market Price: 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), 15,600 gp (+5). Weight: —. Fiend Folio.

☛ **Royal Guild of Merchants of Aerdy:** This PC is a member of the Royal Guild of Merchants of Aerdy. As such they have made a particular friend out of Karralak. In future adventures this friendship may pay great dividends to the PC.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Iron League Bracelet (Adventure; see above)
- ❖ +1 Gal-Ralan (Meta-Regional; See Above; 625 gp)
- ❖ Wand of Cure Light Wounds (Meta-Regional; CL 1st; DMG)
- ❖ Wand of Endure Elements (Meta-Regional; CL 1st; DMG)
- ❖ Potion of Barkskin +3 (Meta-Regional; CL 5th; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Sleep Arrow (Meta-Regional; CL 5th; DMG)
- ❖ Elixir of Hiding (Meta-Regional; CL 5th; DMG)

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

- ❖ Elixir of Vision (Meta-Regional; CL 2nd; DMG)
- ❖ Divine Scroll of Restoration (Meta-Regional; CL 7th; DMG)
- ❖ Staff of Fire (4 charges) (Meta-Regional; CL 8th; DMG; 1,420 gp)

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

- ❖ Wand of Cure Moderate Wounds (Meta-Regional; CL 3rd; DMG)
- ❖ Potion of Cure Light Wounds (Meta-Regional; CL 3rd; DMG; 150 gp)
- ❖ Darkwood Buckler (Meta-Regional; DMG)
- ❖ Potion of Displacement (Meta-Regional; CL 5th; DMG)
- ❖ Mithril Shirt (Meta-Regional; DMG)
- ❖ Potion of Haste (Meta-Regional; CL 5th; DMG)
- ❖ Potion of Heroism (Meta-Regional; CL 5th; 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 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