



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
ESA7-04 – Head or Tails
A Metaregional Adventure
Set in the United Kingdom of Ahlissa



Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

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

Disfavor of House Torquann: The next three adventures upkeep is doubled and everything you buy costs 10% more than normal.

Disgraced in Battle: You loose one favor of your choice with the Ahlissan army or Ahlissan authorities. If you do not have any such favor, you loose the next one earned.

Favor of House Torquann: You gain free luxurious upkeep in the next 3 adventures. In addition you can spend this favor to gain a one-time reduction of 10% to the price of one item up to a maximum reduction of 1000 gp. The reduction does NOT apply to crafting an item.

Blessing of Hextor: During the next 3 adventures you gain the Smite ability from the Destruction domain, except that you can only use it 1/adventure, the damage bonus equals the APL of this adventure and it can be applied to a single target of a ranged attack or spell as long as the attack deals hit point damage and requires an attack roll.

Blessing of Zilchus: During the next 3 adventures you gain the ability to cast 1/adventure a *sanctuary* (DC 10+half APL) on yourself as a standard action that lasts APL in rounds.

Served with Distinction: The PC can spend it to gain access to one of the following items (selected at the signing of the AR):

- Access to the Tactical Soldier (MH) prestige class.
- One time access to *crystal of energy assault* least and lesser or a *restful crystal* (MIC).
- Access to the spells *battlefield illumination*, *battlemagic perception*, and *resounding voice* (all from *Heroes of Battle*).

In addition members of a Sunndian Military MO gain 10 promotion points.

Touched by Darkness: You have developed a mild phobia for darkness or a slight sense of paranoia for the monster under water (your choice). This is mainly a role-playing effect. It might have additional consequences in future adventures.

In addition you fulfill the special requirement for and gain access to the *alienist* (CA) prestige class.

Etann's Spellbook: APL 4—*benign transposition* (SC), *mage armor*, *magic missile*, *ray of enfeeblement*, *scorching ray*, *swim* (SC), *web*; APL 6—*fireball*, *glitterdust*, *haste*; APL 8—*anticipate teleportation* (SC), *dimension door*, *enervation*, *false life*, *summon monster III*; APL 10—*summon monster IV*, *summon monster V*; APL 12—*alarm*, *detect scrying*, *baleful polymorph*, *summon monster VI*, *wall of force*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Etann's Spellbook (Adventure; 500 gp; see above)
- ❖ Hat of disguise (Adventure; DMG)
- ❖ Healing belt (Adventure; 750 gp; MIC; max 1 per PC)
- ❖ Scroll of benign transposition (Adventure; 25 gp; SC)
- ❖ Scroll of swim (arcane) (Adventure; 150 gp; SC)
- ❖ Wand of magic missile (25 charges) (Adventure; CL 3; 1,125 gp; DMG)

APL 6 (all of APL4 plus the following)

- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Etann's Spellbook (Adventure; 900 gp; see above)

APL 8 (all of APLs 4-6 plus the following)

- ❖ Etann's Spellbook (Adventure; 1,700 gp; see above)
- ❖ Scout's headband (Adventure; 3,400 gp; MIC)

APL 10 (all of APLs 4-8 plus the following)

- ❖ Etann's Spellbook (Adventure; 2,150 gp; see above)
- ❖ Repelling gauntlets (Adventure; 2,300 gp; MIC)
- ❖ Ring of counterspells (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ Etann's Spellbook (Adventure; 3,200 gp; see above)
- ❖ Helm of glorious recovery (Adventure; 5,600 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

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