



This Record Certifies that

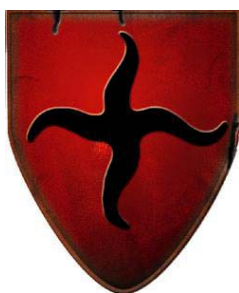
Played by _____
Player _____ RPGA # _____

Has Completed

Redtide

A Core Adventure

Set on the Tilvanot Peninsula



Play Notes:

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

Home Region _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 4

max 1,350 XP; 1,350 gp

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

Favor of the Homeland Nobility: Your aid to the Homeland Nobility faction has resulted in them owing you a debt. This favor may be repaid through one of the following means (although there may be other uses in the future):

- One trip through the Brotherhood Blockade without undue trouble. This reduces the TU cost of any Core module that takes place on the Azure Sea by 1 TU (minimum 1 TU).
- One time access to purchase a Monk's Belt.
- Freedom from slavery. This may be used to reduce the time spent as a slave by ½ (maximum 8 TU saved).

Contemplative: By freeing Shulassha you have successfully interacted with an outsider servant of Ehlonna. This meets the special requirement of the Contemplative class for followers of Ehlonna.

Gratitude of the Dakon: By taking the fall during the training you have helped a Dakon tribe escape the clutches of the Scarlet Brotherhood. This influence may be spent to convince a Dakon to accompany you as a Cohort. There may be other uses for this favor in the future. Dakon have a favored class of Wizard.

Fel'Cheten'kin: CR 1; Male Dakon Wizi; Medium Humanoid; HD 1d4+2 (6 hp); Initiative +3; Spd 30 ft., climb 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Attack/Grapple +0/+4; Atk +4 melee (1d3+4, slam); Full Atk +4 melee (1d3+4, 2 slams); SQ Scent, Summon Familiar; SV Fort +4, Ref +3, Will +4; Str 18, Dex 16, Con 14, Int 15, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +12, Concentration +6, Decipher Script +6, Knowledge (arcana) +6, Knowledge (nature) +6, Sense Motive +6, Spellcraft +6; Great Fortitude, Scribe Scroll^B.

Spells Prepared (4/2; save DC 12 + spell level)
Spellbook: oth—[all]; 1st—[endure elements, obscuring mist, sleep, jump, comprehend languages].

Skills: Dakon have a +4 racial bonus to Balance and Sense Motive. They also have a +8 racial bonus on climb checks and may always take 10 on a climb check.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

Quaal's Feather Token (whip) (Adventure; CL 9th; DMG)
Elixir of Vision (Adventure; CL 2nd; DMG)
Ring of Jumping (Adventure; CL 2nd; DMG)
Silversheen (Adventure – Limit 1; CL 5th; DMG)
Elixir of Truth (Adventure – Limit 1; CL 5th; DMG)
Wand of Lightning (10 charges) (Adventure; CL 5th; DMG; 2,250 gp)
Lesser Metamagic Rod of Enlarge Spell (Adventure; CL 17th; DMG)

APL 6 (all of APL 4 plus the following)

Potion of Barkskin +3 (Adventure; CL 9th; DMG)
APL 8 (all of APL 4-6 plus the following)
Pearl of Power (1st) (Adventure; CL 17th; DMG)
Wand of Lightning (25 charges) (Adventure; CL 5th; DMG; 5,625 gp)
Light Brown Elemental Gem (Adventure; CL 11th; DMG)

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

Bracer of Armor +2 (Adventure; CL 7th; DMG)
Elixir of Fire Breath (Adventure; CL 11th; DMG)
Wand of Lightning (37 charges) (Adventure; CL 5th; DMG; 8,325 gp)
Dusty Rose Prism Ioun Stone (Adventure; CL 12th; DMG)

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

Divine Scroll of Flame Strike (Adventure; CL 9th; DMG)
Potion of Cure Serious Wounds (Adventure; CL 5th; DMG)
Wand of Lightning (50 charges) (Adventure; CL 5th; DMG; 11,250 gp)
Necklace of Fireballs (Type VI) (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

4 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