



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Experimentation
A Meta-regional 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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,026gp

APL 12

max 1,575xp; 3,000gp

❖ **Pendant of Breath:** This small bone amulet is engraved with some wicked, undecipherable symbol. It hangs around the neck from what appears to be a thick braid of cat gut. Once per week, the bearer may utter the word "mortevita" to gain the power of unlife. This grants the bearer 1d10+10 temporary hit points. This effect immediately ends if the pendant is removed, but otherwise lasts 10 hours or until all of the hit points are gone. If a character gains the benefit of this pendant more than once in a one week period, the character instead suffers 1 point of permanent constitution damage.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, false life, Market Price: 1500 gp; Weight: -; Frequency: Adventure.

❖ **Curse of Byron Lauwderthump:** As punishment for stealing from the dead dwarf's general store, he has chosen to haunt you and all of your business transactions. Whenever you attempt to sell an item, Byron appears, and frightens the buyer out of buying from you. Because of this, you can only sell items at well below the normal price. Any and all items you sell are only sold at 30% (rounded down) of the normal Market Value. This curse can only be lifted by journeying back to the ruins of Needlebough and leaving monetary compensation for the items stolen on the back counter of Needlebough General. (This involves the expenditure of 4 TUs and 150% of the value of the items stolen in gold pieces. The GM should record the value of the goods taken in the notes section above).

❖ **Aeron's Spellbook:** This musty tome is covered in black, dry leather. Its spine is lined with the small bones of some long dead animal. At APL 6 it contains the following spells: 0-detect magic, disrupt undead, read magic, prestidigitation, flare, 1st-chill touch, negative energy ray*, ray of enfeeblement, shield, 2nd-ghoul touch, mirror image, spectral hand; 3rd-displacement, negative energy burst*, vampiric touch; 4th-energization, negative energy wave*. At higher APLs it include the following spells (cross off the spells not present):

APL 8: 4rd-fear; 5th-shadow evocation, spiritwalk

APL 10: 5th-bigby's interposing hand, 6th-circle of death

APL 12: 6th-repulsion; 7th-finger of death

Market Value: APL 6: 295 gp; APL 8: 435 gp; APL 10: 545 gp; APL 12: 675 gp; Frequency: Adventure. (* indicates a spell from Tome and Blood. You must have this guidebook at the table in order to use these spells.)

❖ **Favor of Jaedric and Halon:** This marker can be exchanged one time to increase the enhancement bonus on any one weapon by +1. For example, a masterwork weapon can be enchanted to +1, a +1 weapon can be enchanted to +2, etc. The PC must pay the difference in cost for the new item. Once redeemed, write the word 'used' across this favor.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Pendant of Breath* (Adventure; 1,500 gp; See Above)
- ❖ *Sleep Arrow* (Adventure; DMG)
- ❖ *Aeron's Spellbook* (Adventure; See Above)

APL 8 (all of APL 6 plus the following)

- ❖ *Potion of heroism* (Adventure; DMG)
- ❖ *+1 arrows of frost (50)* (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ *Slaying arrow (humans)* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ *+1 arrows of flaming shock (50)* (Adventure; DMG)
- ❖ *+1 mithral chain shirt of silent moves* (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