



This Record Certifies that

by \_\_\_\_\_ Played \_\_\_\_\_  
Player RPGA #

Has Completed  
*The Banners of Torkeep*  
A Regional Adventure  
Set in The Shield Lands



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 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

• **Word of Lord Torkeep:** For assisting Lord Torkeep, he will speak on your behalf. You may have one point of Influence with the Shield Lands metaorganization of your choice. \_\_\_\_\_

• **Hatred of Janek Lardon.** You have earned the hatred of Janek Lardon. This may affect you in the future.

• **Dreamlore:** Travelling in the realm of dreams has revealed unexpected information to you. As a result, you may choose to have access to one of the following feats or spells (Circle one and cross off the others): Foe Specialist (MH), Second Wind (MH), Curse of Impending Blades (MH), Quick March (MH).

• **Favor of the Dragons.** For assisting Gildor Arcanix, you now have access to a pseudodragon familiar. You must take the feat Improved Familiar to gain access to the pseudodragon (pseudodragons are not normally available in the Shield Lands).

• **Minor Ring of Spell Storing.** You are considered to have access to a minor ring of spell storing for magic item creation purposes. If you have the cursed ring from *SHL3-06 A chink in the armor*, Gildor will cast a Remove Curse on it. In addition to allowing you to remove it, after you have had the ring in your possession for 1 year after playing *A Chink in the Armor*, you discover the ring has a latent power. You may pay to have its magic abilities altered to that of a *Minor Ring of Spell Storing*. The cost to do so is 50% of its normal cost (9,000gp).

TU

Starting TU

I 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ wand of burning hands (adventure, 1st level caster, DMG)
- ❖ necklace of fireballs type I (adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ mithril shirt (adventure, DMG)

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

- ❖ elixir of fire breath (adventure, DMG)

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

- ❖ slaying arrow: demons (adventure, DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ ring of counterspells (adventure, DMG)
- ❖ arcane scroll of passwall (adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ wind fan (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