



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

SHL8-01 – Love's Price (Extended)

A Regional Adventure set in the Shield Lands



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____



Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 6

max 450 xp; 450 gp

APL 8

max 562 xp; 650 gp

APL 10

max 675 xp; 1,150 gp

APL 12

max 787 xp; 1,650 gp

APL 14

max 900 xp; 3,300 gp

APL 16

max 1,012 xp; 4,950 gp

♥ **Love's Price:** Your weapon now houses your beloved's soul. You receive nightly dreams filled with loving images of Trys and a future life that could have been. You become prone to walking around, wielding *Love's Price* and talking to it as though it were Trys you were holding.

You are unwilling to part with *Love's Price* under any circumstances; while you are not in possession of *Love's Price*, you suffer 4 negative levels. While in possession of *Love's Price*, you are unable to wield any other weapon in battle unless you succeed at a DC 24 Will save; doing so causes *Love's Price* to become non-magical for 48 hours and incurs 2 negative levels that remain until you cease wielding a different weapon.

Love's Price is an intelligent item ([Int 12, Wis 10, Cha 24]; Telepathy; bless 3/day (CL 15); 10 ranks in Sense Motive; 10 ranks in Bluff; wielder gains +4 Morale bonus against mind-affecting spells and spell-like effects; Alignment CG, worshiper of Myrthiss).

♥ **Love's Price (continued):** You are compelled to seek and kill Zhayne once and for all, so that your beloved's soul may become whole. While in direct pursuit of this goal, *Love's Price* gains the powers of *holy, sacred burst, bane (evil outsiders)*, and the ability to cast *slow 3/day* (DC 20; CL 15).

In all other ways, your weapon continues to function as before. If it was previously a standard item, it may still be upgraded, but future upgrades cost 25% more than normal. A weapon that is already intelligent cannot gain this effect. This favor can only go to one person at the table; that person must have the Double Trouble AR entry from SHL6-05.

♥ **Hero of the Shield Lands:** You have helped send Zhayne back to the Abyss, and she will not be able to return to the material plane for 101 years. The Council of Lords recognizes your bravery and grants you free luxury upkeep for all future adventures in the Shield Lands or IUZ Metaregion. You also gain a +1 Special Power bonus to your leadership score.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ +1 bane (human) dagger (Adventure; DMG)
- ❖ +1 glamered mithral breastplate (Adventure; DMG)
- ❖ +1 glamered mithral buckler (Adventure; DMG)
- ❖ Choker of eloquence, greater (Adventure; MIC)
- ❖ Circlet of persuasion (Adventure; DMG)
- ❖ Glove of storing (Adventure; DMG)
- ❖ Metamagic rod of empower spell (Adventure; DMG)
- ❖ Metamagic rod of quicken spell, lesser (Adventure; DMG)
- ❖ Metamagic rod of quicken spell (Adventure; DMG)
- ❖ Ring of freedom of movement (Adventure; DMG)
- ❖ Ring of counterspells (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

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL