



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

SHLi8-02 – Last Stand (AR One)

A Regional interactive 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
INTERACTIVE

LEVEL OF PLAY (CIRCLE ONE)

APL 2

max 450 xp; 450 gp

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

APL 14

max 1,800 xp; 6,600 gp

☛ **Conversion:** Any PC capable of casting divine spells may immediately choose to convert to the worship of the hero-god Stratis. A PC who wishes to convert receives a free atonement and may immediately (on this AR only) exchange, for free, any feats tied to his or her deity's domains or favored weapon to a legal choice for Stratis.

☛ **Stratis:** God of War, Law's Crusader, Order's Champion, Bane of Chaos Incarnate: Hero-god, LN. Portfolio: Crusades, order, soldiers, strategy, wartime alliances. Domains: Inquisition, Law and War. Stratis's favored weapon is the glaive. Followers of Stratis who cast *weapon of the deity* gain the +1 revealing enhancement.

☛ **Weapon Enchantments:** You gain adventure access to the following weapon special abilities: *axiomatic*, *bane* (chaotic outsiders), *dispelling* (MIC), *greater dispelling* (MIC), *revealing* (MIC).

☛ **Veteran of Law's Forge:** For your part in the momentous victory at Law's Forge, the people of the Holy Reclaimed Realm of the Shield Lands will be eternally grateful. During all future adventures in the Shield Lands, you gain free Luxury upkeep. Additionally, you gain a +2 Great Renown bonus to your Leadership score.

☛ **Promotion:** In recognition of your valor and accomplishments at the Reclamation of Law's Forge and to replace fallen leaders, you are offered a promotion in any one Shield Lands meta-organization to which you already belong. You may immediately advance to the highest rank of the meta-organization for which you qualify (meeting the skill and other prerequisites); you may ignore any associated TU and GP costs.

☛ **Martyr of the Shield Lands:** You died and chose not to be raised, though your spirit remains with the Shield Lands.

TU

Starting TU

2 or 4 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ Metamagic rod of maximize, lesser (Adventure; DMG)
- ❖ Phylactery of undead turning (Adventure; DMG)
- ❖ Ring of counterspells (Adventure; DMG)
- ❖ Ring of spell storing, minor (Adventure; DMG)
- ❖ Staff of fire (Adventure; DMG)
- ❖ Wand of dimensional anchor (10 charges) (Adventure; DMG; 4,200 gp)
- ❖ Wand of fireball, CL 10th (10 charges) (Adventure; DMG; 4,410 gp)
- ❖ Wand of greater invisibility (10 charges) (Adventure; DMG; 4,200 gp)
- ❖ Wand of lightning bolt, CL 10th (10 charges) (Adventure; DMG; 4,410 gp)
- ❖ Wand of silence (Adventure; DMG; 4,500 gp)

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

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

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