



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed Trick of the Eye A Regional Adventure Set in Gran March



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 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

■ **Baronial Medal of Valor:** Rewarded by Baron Dragus of Hookhill for rescuing an Elector of his and his new wife, and for defeating truly nefarious criminals and aberrations that committed this kidnapping and the murder of an Elector. This medal provides one permanent Influence Point with any military, religious, or political organization in Gran March as well as a pension of 5 sp per year.

■ **Influence Point: Baron Dragus:** Rewarded by Baron Dragus of Hookhill for rescuing an Elector of his and his new wife, and for fighting truly nefarious criminals and aberrations that committed this kidnapping and the murder of an Elector. This provides one Influence Point with any military, religious, or political organization in Dragus Province.

■ **Influence Point: Elector Asterran Ocedrius:** For greatly aiding his nephew, Constable Spatha Ocedrius, and solving crimes committed against other Electors, you receive this Influence Point. Any time this hero is in Hookhill, he receives Adventurer's Standard Upkeep for free as he stays with the Elector. Also while in Hookhill, this hero may request the loan of any mundane military equipment needed to complete a task. These uses do not expend this Influence Point.

One time only, the Elector grants a much larger favor to this hero. This may be used as an Influence Point with the College of Electors, the Church of Zilchus, or government of Hookhill (all organizations with which the Elector has some sway). It may also potentially be used for other purposes. Submit unique proposals to the Gran March Triad. Only award this Influence Point to characters that do not already have one.

Wand of Scorching Ray

A creation of the infamous trap maker Venkus Canter, this wand is made from bloodwood, with a ruby tip.

Faint Evocation; CL 3rd; Prerequisites: Craft Wand, scorching ray; Market Price: 4,500 gp; Weight: - lbs.

Canter's Spellbook II

1st—[magic missile]; 4th—[animate dead, bestow curse, detect scrying, dimension door, ice storm, mass reduce poison, scrying, shout, stoneskin, summon monster IV]; 5th—[cone of cold, fabricate, Mordenkainen's private sanctum, stone shape, telekinesis, transmute rock to mud, wall of stone]; 6th—[acid fog, move earth, summon monster VI, symbol of fear].

Market Price: 1,000 gp; Weight: 3 lbs.

■ **Magical Token:** Recovered from the corpse of Venkus Canter (APL 12 only), the token is a Keoish Hawk (silver piece). A hole has been bored through the center and a small silver chain run through the hole large enough to be worn as a bracelet or amulet, though it does not occupy the bracelet or amulet slot. The token and the character that carries it radiate a faint but distinct aura of magic (unidentifiable).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

APL 6 (APL 4 Items plus):

- ❖ +1 Heavy Wooden Shield, Darkwood (Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ +1 Chain Shirt, Mithral (Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ Spined Shield (Adventure, DMG)
- ❖ Wand of Scorching Ray (Adventure, 3rd level caster, see above)
- ❖ Potion of Cure Serious Wounds (Adventure, DMG)
- ❖ Potion of Shield of Faith +4 (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Canter's Spellbook II (Adventure, see above)

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