



This Record Certifies that

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

Has Completed  
The Lance of Osson  
A Meta-regional Adventure  
Set in The United Kingdom of Ahlissa



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 2

max 450 XP; 400 gp

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

☛ **Disfavour of the Walker of Medegia:** You have attacked a powerful entity of the Oerth. Bad move. Expect reprisals to follow in future Splintered Suns and Scarlet Sign scenarios.

☛ **Bounty of Ahlissa:** One-time access to **ONE** item from the following (cross off when used):

- ❖ Any +2 weapon or armour of a type listed in the Player's Handbook (no additional enchantments).
- ❖ Any potion or scroll in the *Dungeon Master's Guide* tables 8-18, 8-24 and 8-25 valued at 1,000 gp or under.
- ❖ Any wondrous item in the *Dungeon Master's Guide* on table 8-28 valued at 2,000 gp or under except: bag of tricks, bead of karma, gloves of storing and heward's handy haversack.
- ❖ PCs must still pay the full gold piece price listed in the relevant rulebook to obtain an item.
- ❖ Any PCs wanted for crimes in Ahlissa are now pardoned.

☛ **Continued Loyalty to Ahlissa:** The PC may additionally choose from the following for their ONE item: -

- ❖ Any scroll in the *Dungeon Master's Guide* tables 8-24 and 8-25 valued at 2,000 gp or under.
- ❖ Any wondrous item in the *Dungeon Master's Guide* on table 8-28 valued at 4,000 gp

☛ **Favour of Montesser:** You are welcome as a human can be in Montesser. This may prove useful in future scenarios.

☛ **Disfavour of Shauntru:** You have made enemies in Montesser. This may prove bad in future scenarios.

☛ **Favour of the Idee Volunteers/Almorians (delete as appropriate):** You have earned this faction's favour. This has no material value but may prove useful in future scenarios

☛ **The Lance of Osson:** This appears to be a standard masterwork lance. Rusted and pitted, the lance of Osson may not hold up to continued use in its current state; engraved into the shaft is the rampart sol of Almor. Little else gives any clue as to the original ownership of the weapon.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of magic missile (Adventure; CL 3<sup>rd</sup>; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Wand of fireball (Adventure; CL 5<sup>th</sup>; DMG).

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

- ❖ +1 Shock greatsword (Adventure; CL 6<sup>th</sup>; DMG).

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

- ❖ +1 flaming longsword (Adventure; CL 6<sup>th</sup>; DMG).

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

- ❖ Elemental gem (water) (Adventure; CL 11<sup>th</sup>; DMG)
- ❖ Nine lives stealer (Adventure; CL 13<sup>th</sup>; 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 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