



This Record Certifies that

played by _____

Player

RPGA # _____

Has Completed

TSS4-02 Blood Money

A Meta Regional Adventure Set in the
Iron Hills and 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#

594 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 10

max 1,350 XP; 2,300 gp
(max 2,025 XP; 3,450 gp)

APL 12

max 1,575 XP; 3,300 gp
(max 2,362 XP; 5,175 gp)

(Use bracketed figures if
the optional encounter
is played).

Note: If playing APL 10
or 12, staple this AR to
the APL 2-8 version.

☛ **Favor of Karralak:** For your part in protecting his caravan from the myriad of forces that sought to take it, Karralak has chosen to offer you free passage on his caravan at some point in the future, providing free Adventurer's Standard upkeep in any one future Splintered Suns Meta-Regional module. There may be additional uses for this favor at a future date.

☛ **Respect of the Scarlet Brotherhood:** For standing by and not getting involved with their agent, you have earned their respect. This grants you the one time ability to be released from a Scarlet Brotherhood jail immediately if you are incarcerated at some point after this date. When used, this reduces the TU cost for imprisonment by the Scarlet Brotherhood to 1 TU. Note, possession of this favour may have regional repercussions.

☛ **Iron League Bracelet:** A finely crafted bracelet made up of five iron links. This represents the five allies of the Iron League, and is a symbol adopted by the Idee Volunteers to represent their aspirations for "occupied Idee". Anyone wearing such a bracelet who encounters a member of the Idee Volunteers will be treated as having the "Favour of the Idee Volunteers".

☛ **Gal-Ralan:** When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body, but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drain, and effects that affect the wearer's soul (such as the shadow curse).

Caster Level: 5th; Prerequisites: Craft Wondrous Item, resistance, caster level must be three times that of the gal-ralan's bonus; Market Price: 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), 15,600 gp (+5). Weight: —. Fiend Folio.

☛ **Royal Guild of Merchants of Aerdy:** This PC is a member of the Royal Guild of Merchants of Aerdy. As such they have made a particular friend out of Karralak. In future adventures this friendship may pay great dividends to the PC.

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

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

- ❖ Iron League Bracelet (Adventure; see above)
- ❖ +1 Gal-Ralan (Meta-Regional; See Above; 625 gp)
- ❖ Elixir of Fire Breath (Meta-Regional; CL 11th; DMG)
- ❖ Bracers of Armour +2 (Meta-Regional; CL 7th; DMG)
- ❖ Pearl of Power (1st) (Meta-Regional; CL 19th; DMG)

APL 12 (all of APL 1-10 plus the following)

- ❖ Lesser Metamagic Rod of Extend Spell (Meta-Regional; CL 17th; DMG)
- ❖ Staff of Healing (4 charges) (Meta-Regional; DMG; CL 8th; 2,200 gp)
- ❖ Goggles of Minute Seeing (Meta-Regional; CL 3rd; DMG)
- ❖ Bag of Tricks (Gray) (Meta-Regional; CL 10th; DMG)
- ❖ Slaying Arrow (Humanoid: Human) (Meta-Regional; CL 13th; DMG)
- ❖ Bead of Force (Meta-Regional; CL 10th; DMG)
- ❖ * Oil of Corrupt Weapon (Meta-Regional; DMG)
- ❖ * Staff of Evocation (4 charges) (Meta-Regional; CL 13th; DMG; 5,200 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

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL