



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

ESA8-01 Calling of the Mines

A Splintered Suns metaregional adventure set in the **United Kingdom of Ahlissa**



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 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

Gratitude of the Miners: In gratitude the miners grant you a silvered masterwork simple, martial or exotic weapon from the PHB for 0 gp. You can upgrade it with *illuminating* (MIC), *bane* (aberration) or *holy* for standard costs (access Metaregional).

Favor of the Ahlissan Authorities: Besides regular uses (such as removing 1 wanted status) this favor can be spend to gain access to one of the following items:

- ☐ Tactical Soldier (MH)
- ☐ Title "Lion of Ahlissa" (+2 bonus to leadership score for great renown, might have additional effects in future adventures)
- ☐ Access to the following spells from SC: *knight's move*, *mass conviction*, *mass shield of faith*, and *warning shout*.
- ☐ One time access to one of the following items from the MIC: *armband of confrontation*, *crystal of alacrity*, *medal of steadfast honor*, *shield of vigor* or *standard of valor*.

Energies of the Gate: Once, by spending this favor and channeling the chaotic energies in you as a standard action all physical restraints are removed (manacles fall to the ground, ropes unbind, etc.), a lock is opened as if you cast a knock spell (CL equal character level) or you are affected by *freedom of movement* (CL equal character level, duration only 1 round/level).

Aberration Hunter: You gain access to the following feats from *Lords of Madness*: Aberration Banemagic, Music of the Outer Spheres and Quick Recovery. In addition you gain access to the following prestige classes: Abolisher, Darkrunner (no guild membership required) and Topaz Guardian (you fulfill the special requirement).

Favor of the Jade Mask/Royal Merchants: In addition to its regular uses you gain meta-regional access to the *vest of escape*. Members gain 10% price reduction on this item.

Madness of the Mines: You suffer a ☐ penalty to all Wisdom and Wisdom based skill checks in the next adventure. This penalty is reduced by 1 each adventure played afterward.

As long as this penalty is not reduced to 0 you gain an act of clarity once per adventure. This gives you a $+(1/2 \times \text{APL of this adventure})$ bonus on a single Wisdom or Wisdom based skill check. Clerics with the Madness domain instead gain an additional use of the act of clarity domain power per day.

Regardless whether still suffering from the madness you will always get a -2 penalty on saves against any attack made by aberrations.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Belt of levitation (like boots of levitation, except belt slot) (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Potion of swim (Adventure; SC)
- ❖ Scroll of swim (Adventure; SC)
- ❖ Vest of escape (Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ Anklet of translocation (Adventure; 1,400 gp; MIC)
- ❖ Mithral breastplate (Adventure; DMG)
- ❖ Wand of magic missile (Adventure; CL 3; DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Eternal wand of grease (Adventure; 820 gp; MIC)
- ❖ Scroll of insignia of healing (Adventure; 375 gp; RD)

APL 12 (all of APLs 6-10 plus the following)

- ❖ Armbands of might (Adventure; 4,100 gp; MIC)
- ❖ Eternal wand of web (Adventure; 4,420 gp; MIC)
- ❖ Retributive amulet (Adventure; 9,000 gp; MIC)

APL 14 (all of APLs 6-12 plus the following)

- ❖ Circlet of rapid casting (Adventure; 15,000 gp; MIC)
- ❖ Runestaff of eyes (Adventure; 11,000 gp; MIC)

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