



## This Record Certifies that

Character Name \_\_\_\_\_ Class \_\_\_\_\_ and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Dyv7-03 Dyvisions*  
A Regional Adventure  
Set in the Dyvers Region



### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



597 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

**Tried and Convicted:** You have been sentenced to \_\_\_\_ TU's in prison and a \_\_\_\_ gp fine for your part in the death of Marsai Hoffer.

**Fugitive:** You are a fugitive from the Law. Anytime you are within the lands of Dyvers, there is a 25% chance that you are discovered. This chance is reduced by a percentage equal to the player's disguise check, to a minimum of 1%. If captured, you will be sentenced to 1 year (52 TU's) in prison. This sentence may be reduced by 1 TU for every 100 GP you spend, or by 10 TU's for every IP with a Dyvers Gentry House that is expended. Once paid, the warrant is removed.

**Servant of Glory:** You have agreed to convert and follow the teachings of Molaho Khem. In exchange the Emissary of Molaho Khem will upgrade ONE *lesser ring of glorious* to a *ring of glorious deaths* for half price after any Regional adventure.

**Protégé of Dagby:** For defying Krembo Schift, and finding another way, all PC's that were protégés at the beginning of the adventure gain 3 more affiliation points. Others have access to join at this time.

**Protégé of Grandhearth:** Any PC that has the "Good Favor of House Grandhearth" from DYV5-08 *Casualties of War*, and who also successfully eliminated the bandit threat along the Low Road has qualified to become a protégé of House Grandhearth.

**Light of Day:** You have spent at least 52 TU's in a dungeon, and have met the requirements for the dungeon delver prestige class.

**Flag of Grandhearth** You have found and kept what appears to be an authentic flag of the Grandhearth Gentry House.

**Favor of Krembo Schift:** You have assisted Krembo Schift in bringing justice to the Westlands. You may keep this favor, or may exchange it at any time in the future, and Krembo will arrange to have any one weapon enchanted with the Bane: human enhancement for full price. Do you accept? Yes No

**Taking Advantage:** You found a loophole in Lord Dagby's contract with the Low Road Bandits. You accept a negative Influence point with House Dagby, and in return Lord Dagby is required to cover half the cost of any business you open in the town of Liberty up to two (2) business units.

**Ring of glorious deaths:** This gold band has a red stone mounted on it with a small eight-pointed star etched upon its surface. The phrase "Servant of Molaho Khem" is written upon its interior. The wearer of the *ring of glorious deaths* may, as a free action, become enraged as per the *rage* spell for 13 rounds. Market Price: 24,750 gp. Prerequisites: CL 13<sup>th</sup>; Forge Ring, *rage*; Weight: -.

**Made Amends:** You have agreed to retrieve the body of Marsai Hoffer. This action costs 2 TU's, and 2,000 GP. You have earned the enmity of the aquatic druid, Jumper.

### ITEMS FOUND DURING THE ADVENTURE

**Inacio:** You have made friendly contact with a Fire elemental, satisfying that requirement for Elemental Savant.

**Sold!** You have agreed to sell your piece of red adamantite to the Emissary of Molaho Khem for full value plus 1,000 gp.

Cross off all items **NOT** found CW – Complete Warrior  
MIC – Magic Item Compendium SpC – Spell Compendium  
**APL 2**

❖ *Ring of glorious deaths* (Adventure, CL 13<sup>th</sup>, see above, 24,750 GP)

❖ *Cloak of elvenkind* (Adventure, DMG)

❖ *Scroll of darkvision, mass* (Adventure, CL 7<sup>th</sup>, SpC, 750 GP)

**APL 4** (all of APL2 plus the following)

❖ *Belt of one mighty blow* (Adventure, CL 5<sup>th</sup>, MIC, 1,500 GP)

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

❖ *Counterstrike bracers* (Adventure, CL 5<sup>th</sup>, MIC, 2,500 GP)

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

❖ *+1 Seeking composite greatbow (+2 Str Bonus)* (Adventure, CL 12<sup>th</sup>, CW, 8,900GP)

❖ *White cloak of the spider* (Adventure, CL 6<sup>th</sup>, MIC, 4,200 GP)

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

❖ *+1 mithral chain shirt* (Adventure, DMG)

❖ *+1 Seeking Blood Seeking composite greatbow (+2 Str Bonus)* (Adventure, CL 12<sup>th</sup>, CW, 18,900 GP)

❖ *+1 Frost ranseur* (Adventure, DMG)

❖ *Runestaff of charming* (Adventure, CL 12<sup>th</sup>, MIC, 8,000 GP)

**APL 12** (all of APLs 2-10 plus the following)

❖ *+1 Disarming Frost ranseur* (Adventure, CL 11<sup>th</sup>, CW, 32,310 GP)

❖ *+1 Seeking, Exit Wound composite greatbow (+2 Str Bonus)* (Adventure, 12<sup>th</sup>, CW, 32,900 GP)

❖ *Runestaff of eyes* (Adventure, CL 12<sup>th</sup>, MIC, 11,000 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 Item \_\_\_\_\_

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