



This Record Certifies that

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

Has Completed  
*Tides of War*  
A Regional Adventure  
Set in The Empire of Iuz



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#

595 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 10

max 2,625xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

APL 14

max 3,600xp; 13,200gp

APL 16

max 4,050xp; 19,800gp

APL 16 (Bonus)

max 4,760xp; 24,750gp

APL 18

max 4,500xp; 34,000gp

APL 18 (Bonus)

max 5,285xp; 42,500gp

Bonus XP and gold is awarded only if APL 16 or 18 is played, and 3 TUs (6 TUs for out-of-metaregion characters) is spent.

• **Gift of the Waves:** For your assistance in saving the crew of the Illyana Preska, the Rhenee have seen fit to reward you as best as they can. While they cannot afford much, they can offer you some of the wisdom and knowledge of their people. You gain access to the following (all *Stormwrack*): Feats: Aquatic Shot, Curling Wave Strike, Steam Magic; Spells: *steed of the seas*, *wave blessing*.

• **Made in the Shade:** Word of the hero's actions has spread throughout the Drinkers organization. Characters with the Leadership feat gain a +2 Great Renown bonus to their Leadership score for the purpose of attracting non-Lawful standard cohorts and followers only (does not apply to special or other certified cohorts).

Over the next year, the PC finds that unknown benefactors have covered their bills at inns and taverns throughout the northern Flanaess. For one calendar year, the PC is entitled to free Rich lifestyle during metaregional and regional adventures located within the Iuz Border States metaregion.

Last, the Drinkers store two items for later purchase. Circle two items below to be Frequency: Metaregional.

• **Pitspawned Weapons:** Pitspawned weapons are dark in color and have a blood-red cast when viewed at the proper angle. A good creature that wields a pitspawned weapon takes a -1 penalty on attack rolls because it finds the innate vileness of the item uncomfortable and distracting.

**Cost:** The pitspawned template adds 1,000 gp to the other costs associated with creating a given weapon. In addition, if the owner later has the *keen* special ability placed on the weapon, the enchantment cost is reduced by 10%

**Special:** A pitspawned weapon is more likely to deal grievous injuries than its normal counterparts. The wielder gains a +2 bonus on rolls made to confirm critical hits with this weapon.

(Note: The pitspawned greatsword in this scenario cannot be crafted.)

• **Rogue Blade:** This +2 rapier provides the effect of the *blink* spell as cast by a 6<sup>th</sup>-level wizard when wielded. Because *blink* denies opponents their Dexterity bonuses to Armor Class, a rogue wielding a *rogue blade* always gets to add her sneak attack damage (provided her opponent is susceptible to such).

Moderate transmutation; CL 6<sup>th</sup>; Craft Magic Arms and Armor, *blink*; Price: 44,320 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +1 dragonhide breastplate (Adventure, DMG)
- ❖ +1 large bashing heavy steel shield (Adventure, DMG)
- ❖ +1 mithral breastplate (Adventure, DMG)

APL 12 (all of APL 10 plus the following)

- ❖ +1 animated heavy adamantine shield (Adventure, DMG)
- ❖ +1 magebane pitspawned cold iron greatsword (Adventure, CA and see above, 7,400 gp)
- ❖ +2 dragonhide breastplate (Adventure, DMG)

APL 14 (all of APLs 10-12 plus the following)

- ❖ +1 moderate fortification mithral breastplate (Adventure, DMG)
- ❖ +2 magebane pitspawned cold iron greatsword (Adventure, CA and see above, 12,400 gp)
- ❖ Lesser metamagic rod of chaining (Adventure, CA)

APL 16 (all of APLs 10-14 plus the following)

- ❖ +3 magebane pitspawned cold iron greatsword (Adventure, CA and see above, 19,400 gp)
- ❖ Boots of speed (Adventure, DMG)
- ❖ Rogue blade (Adventure, see above)

APL 18 (all of APLs 10-16 plus the following)

- ❖ +1 rapier of deadly precision (Adventure, CV)
- ❖ Headband of intellect +6 (Adventure, DMG)
- ❖ Metamagic rod of quicken (Adventure, DMG)
- ❖ Periapt of wisdom +6 (Adventure, DMG)
- ❖ Ring of evasion (Adventure, 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 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

2/3 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