



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max 300 XP, 300 gp

APL 4

max 600 XP, 600 gp

APL 6

max 870 XP, 1,000 gp

APL 6

max 1,110 XP, 1,700 gp

Played by _____

Player

RPGA #

Has completed
A Plague Upon You
A Regional Adventure
set in the Shield Lands

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Cross out game effects not gained.

☛ **Halfling Skiprock:** Cost: 3gp Damage: 1d3 Critical: x2 Range Increment: 10ft. Weight: 1/4lb. Type: Bludgeoning

These polished, perfectly weighted stones are prized by halflings, for if they throw them just so; they ricochet off one target to strike second. If the skiprock hits its target, it ricochets toward another target (of the throwers choice) adjacent to the original target (within 5 feet). The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus equal to the first roll -2. Skiprocks could be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency specifically for that purpose. *Frequency:* Adventure.

☛ **Recognition of Earl Lyndon Bohdon** - For your actions in uncovering the cause of the Harvest Plague, Argus Corvallis will speak on your behalf to Earl Lyndon Bohdon, a member of the Council of Lords. The DM at the table will determine the availability and type of help offered. This cert is the equivalent of two influence points with Earl Bohdon, or one influence with the Council of Lords.

Event _____ Date: _____

DM: _____

Signature

RPGA #

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wonderous item: market value.
arrow or bolt: 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

ITEMS BOUGHT

Total

Total

Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp

Bought/Sold Amounts

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1.

2.

3.

Consumable Items

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New Starting gp