



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, 224 gp

APL 4

max 600 XP, 444 gp

APL 6

max 900 XP, 664 gp

APL 8

max 1,200 XP, 1,084 gp

APL 10

max 1,500 XP, 2,104 gp

Played by \_\_\_\_\_

Player

RPGA #

Has completed  
Obsidian, round 2  
A Regional Adventure  
set in the Shield Lands

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Cross out game effects not gained.

☛ **Influence Point: Order of the Northern Guard:** You have earned this influence with the Order of the Northern Guard for following orders and delivering the letter written by Sir Jael to Sir Arinson without taking it anywhere else first. They appreciate such honesty and honor.

☛ **Influence Point: Council of Lords:** You have earned the thanks of the Council of Lords for successfully shutting down the fear effect of the Obelisk in Critwall. The knowledge of how to do that prevented the chaos from spreading even further.

☛ **Influence Point: Church of your choice:** For successfully shutting down the fear effect of the Obelisk in Critwall you have earned the thanks of the various churches of the Shield Lands. This influence point is good for one use with any of the major or minor religions in the Shield Lands region including: Church of Fertility's Gift (Ehlonna); Church of Holy Shielding (Heironeous); Church of Righteous Truth (Pholtus); Church of the Distant Horizon (Fharlanghn); Church of the Elder Breeze (Velnius); Church of the Ever-Changing Waves (Procan); Church of the Great Guildmaster (Zilchus); Church of the Harvest Wind (Wenta); Church of the Healing Sun (Pelor); Church of the Honest Protectorate (St. Cuthbert); Church of the Icy Gale (Telchur); Church of the Renewing Breeze (Atroa); Church of the Scorned Heart (Kurell); Church of the Shield Maiden (Mayaheine); Church of the Summer Breeze (Sotillon); Followers of the Vengenceseekeer (Trithereon); and the Open Spirit.

☛ **Fearless:** For touching the obelisk in Critwall, you have received a blessing from an unknown source. You are now immune to fear (as a paladin, but the immunity applies only to yourself). You are also highly resistant to mind-affecting magic, gaining a +4 morale bonus to any roll to resist spells or special abilities with the Mind-Affecting descriptor.

Unfortunately, your resistance has several drawbacks. Because you do not feel fear, you are unable to accurately judge potential threats and suffer a -4 circumstantial penalty to Sense Motive checks to determine if a creature has hostile intentions. Next, your resistance to mind-affecting magic is always on and may not be turned off (such as to willingly receive beneficial spell effects, etc.). Additionally, any time your resistance protects you from fear or mind-affecting magic, you are not alerted to the attempt, as would normally be the case.

☛ **Ally of the Citizens of Critwall:** For helping to drive off the Sidhee spies, you have gained two points of Renown with the citizens of Critwall. Unfortunately, your actions have also earned you five points of Infamy with the Sidhee Nation.

☛ **Ally of the Sidhee Nation:** For helping defend the Sidhee emissaries from an unruly mob of Critwall ruffians, you have gained two points of Renown with the Sidhee Nation. Unfortunately, your actions have also earned you five points of Infamy with the citizens of Critwall for siding with the Sidhee.

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

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

Signature

RPGA #

## ITEMS BOUGHT

Total

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

Total

## EQUIPMENT LIST (list item and gp value)

Basic Equipment: \_\_\_\_\_

Signature Items

1.

2.

3.

## Consumable Items

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Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp

Bought/Sold Amounts

New Starting gp