



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

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

Has Completed

PAL7-03— Wyrmsign

A two-round regional adventure set in the Theocracy of the Pale



#### 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#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

☛ **Exposed to Wild Magic** grants access to the Wild Mage PrC (CA).

☛ **Cleansed the Sacred Land** This great service to the elves satisfies the special requirement for the Ruathar PrC (RW).

☛ **Disfavour of the Elves of the Gamboge** You have stolen sacred relics from the elves. Any social interaction with them starts at Hostile and the best they will regard you as is Unfriendly. Spending 1 influence point with the elves of the Gamboge raises the maximum to Indifferent, and 2 will remove this disfavor.

☛ **Favor of Stilton** Stilton has allowed you to buy some of his pappy's old magic sticks. They are listed with a \* below.

☛ **Favor of Farmer Gravious** You not only saved his family, but you saved his pigs. You gain free Standard Upkeep when traveling around Woodsedge, the northern Gamboge, or the southern Rakers.

☛ **Touched by Ur-Flan Energies** You have been touched by the ancient and dark energies of the Ur-Flan.

☛ **Draconic Literature** You may study the notes made by Apakoh and spend 1 TU per item from the following list to gain access to it:

PrC: Red (must be CN/N) or Green (must be LN/N) Dragon Disciple (DMG), Dragon Devotee, Dragonheart Mage (all RDR), Dragon Descendant, Hand of the Winged Master (all DrM)

Feat: Accelerate Metamagic, Draconic Toughness (all RDR)

Spell: gnome blight, manifest dragon heritage, sense of the dragon (all RDR), least dragonshape, lesser dragonshape, form of the desert hunter (all DrM)

Alternate Class Features: Draconic Monk (DrM), Stalwart Sorcerer (CM)

☛ **Favor of Woodsedge** You have performed a great service and word of your deeds has spread. You gain a +2 circumstance bonus to all social interaction checks made with the common folk of the Pale (GM discretion).

☛ **Cursed** You have been subjected to a *bestow curse*/greater *bestow curse* (circle all that apply). Until it is removed, you suffer a -1 to all attack rolls, ability checks, skill checks, and saving throws, and/or (circle all that apply) a -1 to Con/Wis (circle all that apply). Note here on which AR it was removed \_\_\_\_.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

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

- ❖ +1 mithral chain shirt (Adventure; DMG)
- ❖ +1 mithral buckler (Adventure; DMG)
- ❖ +1 gal-ralan (Adventure; Fiend Folio)
- ❖ Rod of lesser extend (Adventure; DMG)
- ❖ scroll of silent dimension door (DMG)
- ❖ \*wand of magic missile (cl3) (DMG)
- ❖ \*wand of comprehend languages (DMG)
- ❖ scroll of dragonskin (SC)

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

- ❖ scroll of fell weaken magic missile (cl5) (Adventure; LM)
- ❖ +2 gal-ralan (Adventure; Fiend Folio)
- ❖ Elixir of hiding (Adventure; DMG)
- ❖ Elixir of Sneaking (Adventure; DMG)
- ❖ pearl of power 3<sup>rd</sup> level (DMG)
- ❖ scroll of draconic might (SC)
- ❖ \*wand of false life (DMG)
- ❖ \*wand of mage armor (DMG)

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

- ❖ +1 light fortification bracers of armor (Adventure; DMG 4000gp)
- ❖ +3 gal-ralan (Adventure; Fiend Folio)
- ❖ crimson dragonhide bracers (MIC)
- ❖ dimensional stride boots (MIC)
- ❖ dragon mask (MIC)
- ❖ ring of counterspells (DMG)
- ❖ \*wand of fireball (DMG)
- ❖ \*wand of blur (DMG)

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

- ❖ +4 gal-ralan (Adventure; Fiend Folio)
- ❖ \*wand of fireball (cl 10) (DMG)
- ❖ \*wand of resist energy (cl 7) (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 1/2 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

2 or 4 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