



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed Mourning of a Risen Sun A Regional Adventure Set in Geoff



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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

Cross out any game effects this character does not gain.

✦ Darlon Lea's Handaxe

This +1 handaxe of ancient Cyric design is decorated by swirling Flan tribal markings and adorned with feathers. When wielded in the off-hand, the handaxe grants the wielder the ability to fight with two weapons as if the wielder had the Two Weapon Fighting feat. If the wielder already has the Two-Weapon Fighting feat, the handaxe grants the Improved Two-Weapon Fighting feat instead. If the wielder already has the Improved Two-Weapon Fighting feat, the handaxe grants the Greater Two-Weapon Fighting feat from *Masters of the Wild*. You may only gain access to this item through the Favor of Darlon Lea.

Market Price: 17,306 gp; Weight: 5 lbs.

✦ Favor of Cuthalion Cuern

For successfully delivering the message to Darlon Lea, Cuthalion pledges to assist you at some point in the future. You may exchange this Favor for access to purchase an upgrade to your armor/shields, choosing one of the following upgrades (circle the one selected at the time the Favor is used): *light fortification*, *bashing*, *silent moves*, or a +1 to +2 enhancement upgrade. The cost of upgrading is the difference between the cost of the final item and the cost of the initial item. (Favor Level C)

✦ Favor of Darlon Lea

For getting him *resurrected* and out of Hochoch alive, Darlon Lea offers to assist you at some point in the future. You may exchange this favor for access to purchase Darlon Lea's Handaxe. (Favor Level C)

✦ Outlaw!

You have been accused of helping the notorious traitor Darlon Lea escape justice. Until your name is cleared, you may not participate in any Geoff regional adventures that are set or begin in Hochoch.

✦ Favor of Gundar Kevitz

You have brought the traitor Darlon Lea to justice. The Knights are grateful for your service and are willing to assist you in the future. You may exchange this Favor for access to purchase an upgrade to your weapons, choosing one of the following upgrades (circle the one selected at the time the Favor is used): *defending*, *distance*, *mighty cleaving*, or a +1 to +2 enhancement upgrade. The cost of upgrading is the difference between the cost of the final item and the cost of the initial item. Alternatively you may request access to the Knights' stables thereby gaining access to acquire a celestial heavy warhorse. (Favor Level B)

✦ Favor of Lorindoriel

For assisting the Elves of the Dim Forest with the disposition of one of their own, Lorindoriel, an elven cleric of Ehlennestra, pledges to assist the PC in the future. You may exchange this Favor for access to purchase one of the following with Frequency of Regional: *quiver of Ehkonna* or *scroll of heal*. (Favor Level D)

✦ Favor of Vilina Lea

For successfully delivering the message to Darlon Lea, Vilina offers to assist you in the future. You may exchange this Favor for access to acquire one of the following feats at the next opportunity you can acquire a feat: *improved shield bash* or *sacred spell*. (Favor Level D)

✦ Scorn of the Dim Forest Elves

You have turned the Kánoutauré Darlon Lea over to the Knights of the Watch and he was executed and/or you have been utterly disrespectful towards the elven dead. In either case, the elves of the Dim Forest are wroth with your actions. All your future encounters with any NPC sylvan elf of the Dim Forest starts at Hostile in any adventure set in Geoff. This may also apply to encounters with NPC sylvan elves of the Dim Forest in other adventures set in the Sheldomar Valley meta-region at the discretion of the judge.

✦ Scroll of Obscuring Mist

Caster Level: 1st; Prerequisites: Scribe Scroll, obscuring mist; Market Price: 25 gp; Weight: - lbs.

✦ Scroll of Warp Wood

Caster Level: 3rd; Prerequisites: Scribe Scroll, warp wood; Market Price: 150 gp; Weight: - lbs.

✦ Wand of Summon Nature's Ally I

Caster Level: 3rd; Prerequisites: Craft Wand, summon nature's ally I; Market Price: 2,250 gp; Weight: - lbs.

✦ Wand of Summon Nature's Ally II

Caster Level: 3rd; Prerequisites: Craft Wand, summon nature's ally I; Market Price: 4,500 gp; Weight: - lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Potion of Haste* (Adventure; DMG)
- ❖ *Potion of Cure Serious Wounds* (Adventure; DMG)
- ❖ *Scroll of Obscuring Mist* (Adventure; 1st level caster; see above)
- ❖ *Scroll of Warp Wood* (Adventure; 3rd level caster; see above)
- ❖ *Wand of Summon Nature's Ally I* (Adventure; 3rd level caster; see above)
- ❖ *Quaal's Feather Token (Tree)* (Adventure; DMG)

APL 6 (all of APL 4 plus the following)

- ❖ +1 *Huge Glaive* (Adventure; DMG)
- ❖ +1 *Large Chain Shirt* (Adventure; DMG)
- ❖ +1 *Mighty Composite Longbow* (+3 Str Bonus) (Adventure; DMG)
- ❖ *Bag of Holding (Bag 1)* (Adventure; DMG)
- ❖ *Wand of Magic Missile* (Adventure; 3rd level caster; DMG)

APL 8 (all of APL 4 or 6 plus the following)

- ❖ *Bracers of Health* +2 (Adventure; DMG)
- ❖ *Wand of Magic Missile* (Adventure; 5th level caster; DMG)
- ❖ *Cloak of Elvenkind* (Adventure; DMG)

APL 10 (all of APL 4 or 6 or 8 plus the following)

- ❖ *Ioun Stone (Dusty Rose Prism)* (Adventure; DMG)
- ❖ *Wand of Magic Missile* (Adventure; 7th level caster; DMG)
- ❖ *Periapt of Wisdom* +2 (Adventure; DMG)
- ❖ *Potion of Fly* (Adventure; DMG)
- ❖ *Wand of Summon Nature's Ally II* (Adventure; 3rd level caster; see above)

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 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

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