



## This Record Certifies that

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

**Has Completed**  
*A Break in the Silence*  
**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.*

☛ *Favor of Cranstel Stonebreaker.* The dwur of Urtcheck were so joyous at the news you brought back, they celebrated for over three days. You may trade in this Favor for access to one, and only one, of the following shield upgrades: *arrow catching* or *light fortification*. Favor Level D. Mark this favor when used.

☛ *Favor of Bolthar Bloodstone.* The High Forgesmith shed many tears of joy upon the news you brought back to Hochoch. You may trade in this Favor for access to one, and only one, of the following weapon upgrades: *holy*, *disrupting*, or *bane (giant)*. Favor Level C. Mark this favor when used.

☛ *Favor of Helm of Deepholm.* Helm of the Deepholm Clan is grateful to you for spending time scouting locations for a new clan hold. This time must be spent on this scenario's AR. You may trade in this Favor for access to one, and only one, weapon, armor, or shield made of adamantine (the item must be something you have access to in a non-adamantine version). Favor Level C. Mark this favor when used.

### ☛ Muscarine Powder

This inhalation poison, a favorite of the Duergar of the Crystalmists, is derived from the spores of various poisonous mushrooms of the Underdark. The strength of the poison is dependent upon the freshness of the components. Muscarine I Powder is made from the oldest and weakest components, while Muscarine II Powder is made from fresher and stronger components.

#### Muscarine I Powder

(Inhaled DC 15, 1d4 Dex/2d6 Dex, Price: 1,500 gp).

#### Muscarine II Powder

(Inhaled DC 18, 1 Dex\*/3d6 Dex, Price: 2,100 gp).

### ITEMS FOUND DURING THE ADVENTURE

*Cross off all items NOT found*

#### APL 4:

- ❖ Adamantine Full Plate (Adventure, DMG)
- ❖ Adamantine Breastplate (Adventure, DMG)
- ❖ Adamantine Greataxe (Adventure, DMG)
- ❖ Wand of Cure Moderate Wounds (Adventure, DMG)
- ❖ Quaal's Feather Token - Bird (Adventure, DMG)
- ❖ Quaal's Feather Token - Tree (Adventure, DMG)
- ❖ Quaal's Feather Token - Whip (Adventure, DMG)
- ❖ Dose of Medium Spider Venom (Adventure - Limit One Dose, DMG)
- ❖ Dose of Muscarine I Powder (Adventure - Limit One Dose, see above)

#### APL 6 (APL 4 Items plus):

- ❖ Dose of Large Scorpion Venom (Adventure - Limit One Dose, DMG)

#### APL 8 (APL 4, 6 Items plus):

- ❖ Pearl of Power - 2<sup>nd</sup> level (Adventure, DMG)
- ❖ Dose of Muscarine II Powder (Adventure - Limit One Dose, see above)

#### APL 10 (APL 4, 6, 8 Items plus):

- ❖ Dose of Purple Worm Poison (Adventure - Limit One Dose, DMG)

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

### 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