



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

Rite of Eternal Spring

A Regional Adventure Set in Geoff
And May Have Access to Items Below



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)

Cross out any items this character does not have the correct influence to acquire in the future. Items listed here are not accessible unless the PC spends the correct Favor (see the main AR for this adventure).

☛ **Tunic of Greengrass:** When first donned, this tunic permanently bonds with its wearer, blending into the PC's skin and turning it a light green. The tunic acts as a *ring of sustenance*, except that the wearer must be outdoors or otherwise in direct sunlight for 8 hours a day. If this condition is not met, the tunic stops functioning and won't work again until the condition is met for a full week. Once bonded, the tunic may not be removed by anything less than a *wish* or *miracle* spell. The tunic does not occupy a body slot. The wearer appears, and in fact is, slightly feytouched to any magical detection.

Faint conjuration; CL: 5th; Prerequisites: can't be crafted; Market Price: 4,500 gp; Weight: - lbs.

☛ **Necklace of the Sirines:** When first donned, this necklace permanently bonds with its wearer, causing gills to sprout from the sides of the PC's throat. The necklace grants the abilities of *water breathing* (2/day) as per the spell. Once bonded, the necklace may not be removed by anything less than a *wish* or *miracle* spell. The necklace does occupy a body slot (as a necklace). The wearer appears, and in fact is, slightly feytouched to any magical detection.

Moderate transmutation; CL: 5th; Prerequisites: can't be crafted; Market Price: 10,800 gp; Weight: - lbs.

☛ **Eyes of Amber:** Appearing as two pieces of amber about the size of a marble, the eye only function when they replace the wearer's normal eyes. The normal eyes are destroyed in the process, but can be restored later with a *regeneration* spell (if the *eyes of amber* are removed). While the gems are in place, the wearer can see normally (including low-light and darkvision if the wearer already had those abilities). The eyes grant the abilities of *see invisibility* (3/day) and *detect scrying* (1/day) as per those spells. The eyes also glow slightly, giving the user a -2 circumstance penalty to Hide checks. Once bonded, the eyes may not be removed by anything less than a *wish* or *miracle* spell. The eyes do occupy a body slot (as a pair of goggles). The wearer appears, and in fact is, slightly feytouched to any magical detection.

Moderate divination; CL: 7th; Prerequisites: can't be crafted; Market Price: 12,880 gp; Weight: - lbs.

☛ **Circlet of the Honeybees:** Seemingly made out of soft pliable wax, this circlet is malleable, but returns to its original shape of a honeycombed circlet over time. When first donned, this circlet permanently melds into the wearer's scalp and causes two insectoid antennae to appear on the wearer's head. The circlet grants the abilities of *know direction* (3/day) and *locate object* (2/day) as per those spells. Once bonded, the circlet may not be removed by anything less than a *wish* or *miracle* spell. The circlet does occupy a body slot (as a headband). The wearer appears, and in fact is, slightly feytouched to any magical detection.

Faint divination; CL: 3rd; Prerequisites: can't be crafted; Market Price: 4,860 gp; Weight: - lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

TU

Starting TU

0 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