



## This Record Certifies that

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

### Has Completed GEO4-08 Massacre at Clear Sky 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 # \_\_\_\_\_



**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 4**  
max 675 xp; 650 gp

**APL 6**  
max 900 xp; 900 gp

**APL 8**  
max 1,125 xp; 1,300 gp

**APL 10**  
max 1,350 xp; 2,300 gp

**APL 12**  
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

#### Influence with Padrig ap Bedwyn

You have succeeded at a task that Padrig requested that you take on. He remembers your efforts and may call upon you in the future. Favor level B.

#### Influence with Cadofyth Morgan Hazeleye

You have succeeded at a task that the Cadofyth ordered you to undertake. He remembers your efforts on his and the Army's behalf. Favor level B.

#### Influence with Watcher Vilina Lea

You have succeeded at a task that Watcher Vilina Lea ordered you to undertake. She remembers your efforts on her and the Knights' behalf. Favor level B.

#### Influence with Sierra Blackblade

You have succeeded at a task that Sierra asked you to undertake. She remembers your efforts on her behalf. Favor level A.

#### Influence with Cadan ap Trennis

You have saved Cadan's life, and he truly appreciates it. Cadan is only starting out, but he may move upwards quickly. Knowing him may be worth more in the future. Favor level D.

#### Friend of Clear Sky

This PC has helped save Clear Sky from a hideous fate. In gratitude, the camp arranges to make some items available for purchase by the PC. This PC gains access (Frequency: Regional) to purchase up to three of the following upgrades (circle the ones selected): *light fortification* armor special ability, +1 or +2 armor enhancement bonus, *arrow catching* shield special ability, *bashing* shield special ability, *blinding* shield special ability, *bane* (giant) weapon special ability, *flaming* weapon special ability, *thundering* weapon special ability. In addition, a bard has written a song about your heroism. You have a +2 circumstance bonus to Diplomacy checks with half-orcs and the Ffolk of Geoff.

#### Hero of Clear Sky

This PC has helped save Clear Sky from a hideous fate. In gratitude, the camp arranges to make some items available for purchase by the PC. This PC gains access (Frequency: Regional) to purchase one of the following upgrades (circle the one selected): *moderate fortification* armor special ability, +3 or +4 armor enhancement bonus, *arrow deflection* shield special ability, *animated* shield special ability, *fire resistance* shield special ability, *vicious* weapon special ability, *anarchic* weapon special ability, *shocking burst* weapon special ability. In addition, a bard has written a song about your heroism. You have a +4 circumstance bonus (which replaces, not stacks, with the bonus for *Friend of Clear Sky*) to Diplomacy checks with half-orcs and the Ffolk of Geoff.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Bag of Holding, Type I (Adventure, DMG)
- ❖ Dust of Tracelessness (Adventure, DMG)
- ❖ Pearl of Power – 1<sup>st</sup> level (Adventure, DMG)
- ❖ Vest of Resistance +1 (Adventure, T&B)
- ❖ Wand of Cure Light Wounds (1<sup>st</sup> level caster, Adventure, DMG)

APL 6 (APL 4 Items plus):

- ❖ Pearl of Power – 2<sup>nd</sup> level (Adventure, DMG)
- ❖ Ring of Sustenance (Adventure, DMG)
- ❖ Slippers of Spider Climbing (Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ Circlet of Persuasion (Adventure, DMG)
- ❖ Pearl of Power – 3<sup>rd</sup> level (Adventure, DMG)

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

- ❖ +1 Shock / +1 Orc Double Axe (Adventure, DMG)
- ❖ Adamantine Greatsword (Adventure, DMG)
- ❖ Bag of Holding, Type II (Adventure, DMG)
- ❖ Periapt of Wisdom +4 (Adventure, DMG)
- ❖ Pipes of the Sewers (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ +1 Large Adamantine Greataxe (Adventure, DMG)
- ❖ +1 Mithral Chain Shirt (Adventure, DMG)
- ❖ +1 Shock / +1 Frost Orc Double Axe (Adventure, DMG)
- ❖ Heward's Handy Haversack (Adventure, DMG)
- ❖ Lens of Detection (Adventure, DMG)
- ❖ Pearl of Power – 4<sup>th</sup> level (Adventure, DMG)
- ❖ Periapt of Wisdom +6 (Adventure, DMG)
- ❖ Ring of Jumping (Adventure, DMG)
- ❖ Vest of Resistance +2 (Adventure, T&B)

#### 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 OF 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