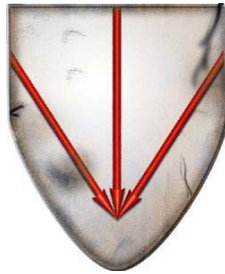




This Record Certifies that

Played by _____
Player _____ RPGA # _____
Has Completed
In Darkness, Despair
A Regional Adventure
With Optional Encounter
Set in the Yeomanry



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 2

max 480 xp; 600 gp

APL 4

max 765 xp; 900 gp

APL 6

max 1,080 xp; 1,200 gp

APL 8

max 1,425 xp; 1,755 gp

APL 10

max 1,740 xp; 2,974 gp

Cross out any game effects this character does not gain.

☛ Captured!

You have been captured by derro slavers. You must spend an additional 4 TUs working in the derro mines before you can escape. You lose half of your material wealth in the escape attempt (your choice). As a result of the torturous practices of the derro upon your mind and body, you permanently lose one point of Wisdom as well (Will save DC 20 to avoid). This loss of Wisdom cannot be restored by magical means other than *limited wish*, *wish*, or *miracle*.

☛ Enmity/Affinity of the Svirkneblin

Your actions have earned either the respect or the disdain of a Svirkneblin clan in the Underdark. During any future encounters with deep gnomes, all Diplomacy checks will be made with either a +2 (Affinity) or -2 (Enmity) circumstance bonus.

☛ Influence Point with Grosspokesman Elkington

By saving the lives of so many of your fellow countrymen and showing your willingness to help out, your actions have earned you an influence point with Grosspokesman Captain Elkington.

☛ Wand of Glitterdust

Caster Level: 3rd; Prerequisites: Craft Wand, glitterdust;
Market Price: 4,500 gp; Weight: - lbs.

From PH, page 209.

☛ Mithral Undershirt

This unusual item was crafted by the master dwarven blacksmith, Zog. It is so light and small that it can be worn under any other armor for protection, or even under normal clothing. It gives a +1 armor bonus to AC that stacks with any existing armor or shield bonus. The bonus from two of these items will NOT stack. The undershirt is considered masterwork and can be made into magic armor; however, no enhancements or special abilities of magical versions of this undershirt function if worn under other magical armor. It is considered light armor, permits a maximum Dex bonus of +10, has no armor check penalty, and has no arcane spell failure chance.

Market Price: 4,310 gp; Weight: 5 lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of Glitterdust (Adventure, 3rd level caster; see above)
- ❖ Mithral Chain Shirt (Regional, DMG)
- ❖ Elven Chain (Regional, DMG)
- ❖ Dwarven Plate (Regional, DMG)
- ❖ Mithral Large Shield (Regional, DMG)
- ❖ Mithral Undershirt (Regional, see above)

APL 4 (all of APL 2 plus the following)

- ❖ Potion of Haste (Adventure, 5th level caster, DMG)

APL 8 (all of APL 2, 4 plus the following)

- ❖ Bead of Force (Adventure, DMG)

APL 10 (all of APL 2, 4, 8 plus the following)

- ❖ Cloak of Charisma +2 (Adventure, DMG)
- ❖ Scroll of Flame Strike (Adventure, 7th level caster, DMG)
- ❖ Potion of Fly (Adventure, 5th level caster, 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 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

2 OF 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