



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
The Hidden Fortress
A Regional Adventure
Set in the Bright Lands



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; 595 gp

APL 6

max 900 xp; 762 gp

APL 8

max 1,095 xp; 1,243 gp

APL 10

max 1,350 xp; 2,091 gp

■ **Narthos:** This PC had befriended Narthos, a norker encountered in the Bright Desert. Narthos is sick and tried of his life in the desert serving Rary and has decided to travel with the PC who owns this certificate.

Whilst adventuring the example of goodness and nobility set by this PC will begin to rub off on Narthos. For every adventure that Narthos participates in with the PC award him one alignment shift point. Five points shifts him one step closer to the PCs alignment. Once he reached the PCs alignment stop awarding alignment shift points (unless the PC subsequently shifts alignment. A PC needs the *Leadership* feat to make use of this cert and can only claim Narthos as a cohort at the end of this scenario. Narthos gains experience points in the standard fashion for a cohort.

If a PC choose to have Narthos as a Cohort or Follower she gains a +1 Fairness and Generosity bonus to their leadership score. This bonus does not stack with other Fairness or Generosity bonuses. If Narthos is a cohort, the PC also incurs a -1 alignment penalty until the alignments are the same.

■ **Narthos:** male norker War 1; CR ½; Small humanoid (goblinoids); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) and -3 melee (1d4, bite), or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness

Possessions: Loincloth, club, javelin

Appearance: Narthos resembles a red-skinned goblin except that he has long canine teeth. Harless and clad only in a loincloth and his belt holds a pouch and a small skull.

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■ **The Dreaming:** Only Sorcerers are subject to this item. This PC has been subjected to The Dreaming. The player should send an email to Creighton.broadhurst@ntlworld.com including the name and email address of their DM. Player's who respond to this address will be put on a special, private in-character mailing list. Only sorcerers who have undergone The Dreaming are eligible for membership to this list.

■ **Medallion of the Waves:** As a token of thanks Marya has gifted this PC with a medallion crafted out of coral into the shape of a whale. The medallion has the abilities of a *Quaal's feather token* (fan) useable once per week and grants the wearer a +2 on all Swim and Profession (Sailor) checks whilst worn.

Caster Level: 11th; Prerequisites: Cannot be made; Market Price: 2,000 gp

■ **Potion of Restoration:** When drank this potion works as if a 7th-level Cleric case *Restoration* on the drinker

Caster Level: 7th; Prerequisites: Cannot be made; Market Price: 1,400 gp

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ *Wand of Keen Edges* (Frequency Adventure; 5th level caster; 11,250 gp; DMG)

❖ *Potion of Lesser Restoration* (Frequency Adventure; 3rd level caster; 300 gp; DMG)

❖ *Wand of Cure Light Wounds* (Frequency Adventure; 1st level caster; 750 gp; DMG)

❖ *Medallion of the Waves* (Frequency Adventure; 2,000 gp; see above)

APL 6 (all of APL4 plus the following)

❖ *Slippers of Spider Climbing* (Frequency Adventure; 2,000 gp; DMG)

❖ *Potion of Restoration* (Frequency Adventure; 7th level caster; 1,400 gp; see above)

APL 8 (all of APLs 4-6 plus the following)

❖ *Wand of Cure Moderate Wounds* (Frequency Adventure; 3rd level caster; 4,500 gp; DMG)

APL 10 (all of APLs 4-8 plus the following)

❖ *Wings of Flying* (Frequency Adventure; 22,000 gp; 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

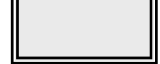
Starting TU

2 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