



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
When Orcs Attack

A Core Adventure
Set in The Great Kingdom of Northern Aerdy



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2

max 450 XP; 400 gp

APL 4

max 675 XP; 600 gp

APL 6

max 900 XP; 800 gp

❖ **Tanar'ri Stompers:** These are +1 cold iron shod horseshoes. When a horse is shod with a complete set, the hoof attacks of that horse are considered magical and cold iron for the purpose of damage reduction;

Caster Level 3rd; Prerequisites: Craft Magic Arms and Armor; Weight- 4 lbs; Cost: 3,320 gp (per set)

❖ **A Money Counter Note:** Most favors with the servants of the Money Counter are bought, but sometimes, they are earned. This type of favor can be exchanged with any Temple of Zilchus for a one time casting of any 5th level cleric spell or less (assuming there is a cleric of minimum level to cast the spell, DUNGEON MASTER'S discretion). This does not include any material component cost. Or the note can be held on to, for possibly enacting a greater favor. Remove when used.

❖ **Gratitude of a Holy Clerk:** Afronidious the Holy Clerk may not be an overly rich man himself, but all of the Holy Clerks of Zilchus stick together and are willing to grease the wheels of bookkeeping for a good friend. Proper financing can be an issue of life or death. In effect, when using a Church of Zilchus for *raise dead* or *resurrection*, the material component cost is discounted by 50%. This discount is only applicable to the material component cost; all other spell casting costs must be met in full.

This favor is usable only once. Score through when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ Masterwork silvered (right head) cold iron (left head) orc double axe (Adventure, DUNGEON MASTER'S Guide)

❖ Tanar'ri Stompers (Adventure, see above; 3,320 gp)

❖ Masterwork cold iron heavy mace (Adventure, DUNGEON MASTER'S Guide)

❖ Silversheen (Adventure, DUNGEON MASTER'S Guide)

❖ Unguent of timelessness (Adventure, DUNGEON MASTER'S Guide)

APL 4 (all of APL2 plus the following)

❖ Masterwork silver dagger (Adventure, DUNGEON MASTER'S Guide)

APL 6 (all of APL 2-4 plus the following)

❖ +1 shatterspike (Adventure, DUNGEON MASTER'S Guide)

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

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