



This Record Certifies that

Played by _____

Player

RPGA #

**Has Completed
Will of the People
A Regional Adventure
Set in Keoland**



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; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

✦ Favor of the Shadowdark Guildmistress

The PC was respectful of the Guildmistress and used her information to foil the plot against the Earl. Being in the dark lady's good graces may be helpful in future scenarios in the series.

✦ Enmity of the Shadowdark Guildmistress

The PC has offended the Guildmistress by attempting to attack or arrest her. Arousing dark lady's ire will have negative ramifications in future scenarios in the series.

✦ Knowledge of the Prophecy of Azmarender

The PC has overheard the Prophecy, although its meaning may be unclear and neither research nor magical divination currently sheds light upon it: "In a dark house stained with Oeridian blood / Two women carry the fate of the Valley / The first by hate, consumed and was consumed / Beneath the fields, from a devil's womb / From within the darkness, it is darker still / She brought the artifact that sealed her doom / A curse was placed upon her House / The next Countess will slay the lion / She bring the Empire to ruin and flame / Keogh against Suel, peasant against lord / The curse ends only with the House."

✦ Life Chain

Estren, rebel leader of the Keogh of Linth, offered one of these magical items to you. It is a finely wrought silver chain. This item takes an amulet slot. Once per day, when the wearer's hit point total drops between -1 and -9, the chain will automatically cast a *cure* spell upon the wearer. This is done immediately and automatically, regardless of the wishes of the wearer, and this is the only time the item's magic will be triggered. Once used, the item becomes dormant for seven days. There are two varieties of this item: *lesser* and *greater*. Upon activation, the *lesser life chain* casts a *cure minor wounds* spell on the user, while the *greater variety* casts a *cure light wounds* spell instead. The chain will not activate if the wearer intentionally damages itself to trigger it; it protects solely from hostile actions and accidents.

Lesser Life Chain: Caster Level 1; Prerequisites: Craft Wondrous Item, *cure minor wounds*, *deathwatch*; Market Price 600 gp; Weight - lbs.

Greater Life Chain: Caster Level 3; Prerequisites: Craft Wondrous Item, *cure light wounds*, *deathwatch*; Market Price 2,400 gp; Weight - lbs.

✦ Favor of Lucius, Earl of Linth

By helping the Earldom of Linth during its time of crisis, you have earned the favor of the Earl. He will offer to commission a magic ring for the PCs. After any adventure, the PC may call in this favor. It grants the PC one-time access of "Any" to any one of the following magic rings from the *DMG* (at the APL played or lower) at the time the favor is spent (mark AR used here ____). The PC must pay for the usual cost of the item:

APL 4:

APL 6:

APL 8:

APL 10:

APL 12:

✦ Ring of Force Shield

✦ Ring of Chameleon Power

✦ Ring of Minor Elemental Resistance

✦ Ring of Protection +3

✦ Ring of Major Elemental Resistance

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ +1 Glamerd Full Plate (Adventure, DMG)
- ❖ Gauntlets of Ogre Power (Adventure, DMG)
- ❖ Life Chain, Lesser (Adventure, see above)
- ❖ Life Chain, Greater (Adventure, see above)

APL 6/8 (all of APL 4 plus the following)

- ❖ +2 Glamerd Full Plate (Adventure, DMG)
- ❖ +1 Frost Greatsword (Adventure, DMG)

APL 10 (all of APL 4 or 6/8 plus the following)

- ❖ +1 Chaotic Frost Greatsword (Adventure, DMG)
- ❖ Bracers of Health +2 (Adventure, DMG)
- ❖ Periapt of Wisdom +2 (Adventure, DMG)
- ❖ Cloak of Resistance +3 (Adventure, DMG)

APL 12 (all of APL 4 or 6/8 or 10 plus the following)

- ❖ +1 Chaotic Icy Burst Greatsword (Adventure, DMG)

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

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