



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
Ver5-02 Fallen Hero
A Regional Adventure
Set in the Verbobonc Region



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#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp; 425gp

APL 6

max 900xp; 850gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Check one of these:

☐ Influence Point with House Saflynd for providing information about Lord Shannus.

-or-

☐ This character has learned of the deity secretly worshipped by Lady Elise Avgustin, heir to House Avgustin, and her regent, Captain Yronl.

☐ Influence Point with House Avgustin for aiding the family in this difficult time.

☐ Characters who are members of the Avgustin House Guard meta-org while playing this scenario have the first items listed under each APL, below, changed to frequency: Regional

☐ **Beard Hairs:** The character has a clump of grey hairs pulled from a beard.

Elemental Gem, superior: The *elemental gem* described in the DMG is only the least of a series of functionally similar magic items. An *improved elemental gem* summons a Huge elemental, a *greater elemental gem* summons a greater elemental and an *elder elemental gem* summons an elder elemental. All of these superior *elemental gems* appear identical to ordinary *elemental gems*; only their magic auras differ.

Strong conjuration; CL 11th (*improved elemental gem*), 13th (*greater elemental gem*) or 17th (*elder elemental gem*); Craft Wondrous Item, *summon nature's ally VI* (*improved elemental gem*), *summon nature's ally VII* (*greater elemental gem*) or *summon nature's ally IX* (*elder elemental gem*); Price 3,300 gp (*improved elemental gem*), 4,550 gp (*greater elemental gem*) or 7,650 gp (*elder elemental gem*).

ITEMS FOUND DURING THE
ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Ring of sustenance* (Adventure, DMG)
- ❖ Mithral breastplate (Adventure, DMG)
- ❖ *Elemental gem (transparent)* (Adventure, DMG)

APL 6 (all of APLs 4 plus the following)

- ❖ *Ring of protection +2* (Adventure, DMG)
- ❖ *Improved elemental gem (transparent)* (Adventure, see above)

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

- ❖ *Boots of striding and springing* (Adventure, DMG)
- ❖ *Greater elemental gem (transparent)* (Adventure, see above)
- ❖ *+1 maiming scythe* (Adventure, *Miniatures Handbook*)

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

- ❖ *Armbands of might* (Adventure, CV)
- ❖ *Elder elemental gem (transparent)* (Adventure, see above)

- ❖ *+1 mithral breastplate* (Adventure, DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ *Bag of holding, type II* (Adventure, DMG)
- ❖ *Boots of speed* (Adventure, 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 Item

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

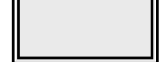
Starting TU

1 OR 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