



This Record Certifies that

Played  
by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Shadow of the Sun*  
A Regional Adventure  
Set in Furyondy



#### 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#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 400gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 879gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,179gp

APL 12

max 1,575xp; 3,071gp

➤ **Favor of Garaeth Heldenster:** For any cleric of Heironeous who uses the longsword rather than the battleaxe, Garaeth will use his influence to allow the cleric to join the clergy level in the Church of Heironeous. The cleric must meet all other requirements to join the clergy ranks. In addition, PCs who belong to Clergy of the Church of Heironeous Meta-Org in Furyondy may upgrade one weapon, with one of the following at half cost, but not to exceed 5000 gp in savings: *bane-undead*, *ghost touch* or *holy*. Members of the Silver Blades may instead choose one of the following at half cost, not to exceed 5000 gp in savings: weapon enhancements – *bane-evil outsiders* or +2 to +3. Or one piece of armor or one shield enhancement – *called* or +2 to +3. This favor is good for one year. Date: \_\_\_\_\_  
Item Upgraded: \_\_\_\_\_ AR #: \_\_\_\_\_

➤ **Favor of the Church of Heironeous:** The Church of Heironeous in Furyondy will use its influence with the artisans of Furyondy to assist this PC. At APL 2 through 6, they may upgrade a +1 weapon, or a +1 shield, or a +1 piece of armor to +2. At APL 8 through 12, they may instead choose to upgrade a +2 weapon, or a +2 shield, or a +2 piece of armor to +3. This favor is good for 1 year. The PC must pay the full difference in cost between the old item and the new item. Date: \_\_\_\_\_  
Item Upgraded: \_\_\_\_\_ AR #: \_\_\_\_\_

➤ **Influence Point with the Church of Heironeous in Furyondy:** This influence point is permanent, unless revoked by the church.

➤ **Vest of Resistance:** These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will).

Caster Level: 5<sup>th</sup>; Prerequisites: Craft Wondrous Item, *resistance*, caster level must be three times that of the cloak's bonus; Market Price: 1000 gp (+1), 4000 gp (+2), 9000 gp (+3), 16000 gp (+4), or 25000 gp (+5); Weight: 1 lb.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

##### APL 2

- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Wand of magic missile* (Adventure, 1<sup>st</sup> level caster, DMG)

##### APL 4 (all of APL 2 plus the following)

- ❖ *Pearl of power* (1<sup>st</sup> level) (Adventure, DMG)
- ❖ *Elixir of fire breath* (Adventure, DMG)

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

- ❖ *Goggles of minute seeing* (Adventure, DMG)

##### APL 8 (all of APLs 2-6 plus the following)

- ❖ *Vest of resistance* +2 (Adventure, Tome and Blood)

##### APL 10 (all of APLs 2-8 plus the following)

- ❖ *Helm of comprehend languages and read magic* (Adventure, DMG)
- ❖ *Pearl of power* (2<sup>nd</sup> level) (Adventure, DMG)

##### APL 12 (all of APLs 2-10 plus the following)

- ❖ *Boots of levitation* (Adventure, DMG)
- ❖ *Heward's handy haversack* (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

I 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