



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Festering Wounds
A Regional Interactive 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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 225xp; 225gp

APL 4

max 337xp; 325gp

APL 6

max 450xp; 450gp

APL 8

max 562xp; 650gp

APL 10

max 675xp; 1,150gp

APL 12

max 787xp; 1,650gp

☛ **Invitation to join the Twilight Hunters:** The entry requirements and TUs are waived for your entry into the Twilight Hunters. You may think about this offer until 2/1/2006; after that it is withdrawn (and this invitation is voided).

☛ **Favor of the Twilight Hunters:** For your dutiful help in the simultaneous assault in Chendl, Mishka agrees to train you in one of the following feats from *Libris Mortis*: Ghost Scarred, Sacred Vitality, Sacred Vengeance. You may instead choose to learn one of the following spells from a contact within the Twilight Hunters: *conjure ice beast IV* (FB), *curse of impending blades* (MH), *undeniable gravity* (MH). Normal costs of learning the spell still apply and normal requirements of the feats must still be met. Circle the option chosen from those listed above.

☛ **Skull Clan Hunter Access:** Mishka also agrees to teach you the ways of hunting undead. This counts as campaign access to the Prestige class skullclan hunter (MH). You must spend 2 TUs prior to taking any levels in the class, unless you are a member of the Twilight Hunters.

☛ **Perks with the Twilight Hunters:** Your help to the Twilight Hunters is remembered. The next time you adventure in Chendl you may do so with free Luxury Lifestyle, or you may have free High Lifestyle for the next three Furyondy regional events. In addition, you gain one influence point with the Twilight Hunters.

☛ **Twilight Hunters:** Members of the Twilight Hunters metaorganization gain access to the following: bloodwine (*Libris Mortis*, up to 4 doses). At APL 6 and above, they may upgrade their weapon with the *ghost strike* enhancement (*Libris Mortis*) and at APL 10 and above they may upgrade their armor with the *ghost ward* enhancement (*Libris Mortis*). All access counts as adventure access.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of lesser vigor* (Adventure, Complete Divine)
- ❖ *Bracers of armor +2* (Adventure, DMG)
- ❖ *+1 bane (undead) silvered morningstar* (Regional, 8,398 gp, DMG)
- ❖ *+1 bane (undead) silvered rapier* (Regional, 8,410 gp, DMG)
- ❖ *+1 bane (undead) silvered longsword* (Regional, 8,405 gp, DMG)
- ❖ *+1 bane (ooze) rapier* (Regional, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Mithral breastplate* (Adventure, DMG)

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

- ❖ *Bracers of armor +3* (Adventure, DMG)

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

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

APL 10 (all of APLs 2-4 plus the following)

- ❖ *Ring of protection +2* (Adventure, DMG)

APL 12 (all of APLs 2-4 plus the following)

- ❖ *+2 mithral breastplate* (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