



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Master of Bronzeblood
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 2,250xp; 2,600gp

APL 10

max 2,700xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

APL 14

max 3,600xp; 13,200gp

APL 16

max 4,050xp; 19,800gp

➤ **Favor of Jasell, the Djinni:** Jasell is grateful to you and allows you to call upon her while in negotiations with a creature with the air descriptor. If she hears (50% chance) she responds, granting a one-time +10 circumstance modifier to a single Charisma related check designed to make a positive impression. You may instead ask her assistance in obtaining obscure information. If she hears your request (50% chance), her assistance allows you to make a single Knowledge check unskilled or receive a +10 circumstance bonus to a single knowledge check. You also meet the special requirements for the Elemental Savant class.

➤ **Favor of the Furyondy Military:** The Furyondy Military grants access to the *ghost touch* or *bane-undead* enhancement to a single weapon of your choice. Members of the Furyondy military gain regional access to these enhancements. Military members who are also in the Church or Heironeous in Furyondy or Knights of Furyondy also gain regional access to the *sacred* and *ghost strike* weapon enhancements (see *Libris Mortis*).

➤ **Favors:** PCs may gain only **one** of the following favors, which function as influence points with the respective organization until used, at which point they are consumed.

— **Church of Heironeous:** The Church offers to cast one of the following spells (15th level caster) free of charge: *restoration*, *heal*, *remove disease* or *remove curse*. PC clergy and Silver Blades gain regional access to purchase a *phylactery of undead turning* or a *scroll of dispel evil* as well as core access to the *Libris Mortis* spell *ghost touch weapon*.

— **Green Jerkin Rangers:** You are given a small whistle, which when blown calls for Green Jerkin assistance. Within an hour a ranger arrives and tracks (Survival +15) a foe for you, for a period of one day (or three days if the foe is undead). The Green Jerkins also agree to assist you in locating someone to enchant one weapon with the *bane-undead* enhancement or sell you a *circlet of blasting* – *minor*. Green Jerkins gain regional access to these items.

— **Knights of Furyondy:** The Order of the Hart grants you access to have the *ghost touch* enhancement added to a single weapon of your choice or *death ward* (CA) added to armor of your choice. You may also purchase up to two *globes of sunlight*. Members of the Order of the Hart gain regional access to these items.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ *Belt of hidden pouches* (Adventure, Races of the Wild)
- ❖ *Owlfeather armor* (Adventure, Races of the Wild)

APL 10 (all of APL 8 plus the following)

- ❖ *Minor cloak of displacement* (Adventure, DMG)
- ❖ *Clear spindle ioun stone* (Adventure, DMG)

APL 12 (all of APLs 8-10 plus the following)

- ❖ *Wand of invisibility sphere* (Adventure, DMG)
- ❖ *Bag of holding (type II)* (Adventure, DMG)
- ❖ *Ring of protection +2* (Adventure, DMG)

APL 14 (all of APLs 8-12 plus the following)

- ❖ *Staff of healing* (Adventure, DMG)
- ❖ *Periapt of wound closure* (Adventure, DMG)
- ❖ *Periapt of proof against poison* (Adventure, DMG)
- ❖ *Necklace of adaptation* (Adventure, DMG)
- ❖ *Brooch of shielding* (Adventure, DMG)

APL 16 (all of APLs 8-14 plus the following)

- ❖ *Ring of freedom of movement* (Adventure, DMG)
- ❖ *Lantern of revealing* (Adventure, DMG)
- ❖ *Ring of protection +3* (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

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