



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

All the Empty Places of the World

A Regional Adventure

Set in Highfolk



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)

Extended play uses second numbers

APL 6

max 900xp; 900gp
max 1,210xp; 1,350gp

APL 8

max 1,125xp; 1,300gp
max 1,515xp; 1,950gp

APL 10

max 1,350xp; 2,300gp
max 1,820xp; 3,450gp

APL 12

max 1,575xp; 3,300gp
max 2,125xp; 4,950gp

APL 14

max 1,800xp; 6,600gp
max 2,430xp; 9,900gp

APL 16

max 2,025xp; 9,900gp
max 2,735xp; 14,802gp

➤ **(Dis)Favor of the Volmiryth:** Having exposed the dark workings of the Volmiryth, the Court has ordered that clan to re-equip those items lost to their guardians during this event. This favor may be redeemed to replace any items destroyed by the guardians of Mishar Molainanoh for no cost. This means that the PC named above need not reacquire access to these items. Of course, the Volmiryth will remember this dishonor.

➤ **Magical Reward from Avereen Volmiryth:** You have completed a mission for the Iron Spider, Avereen Volmiryth. Instead of repaying your debt to her, you have asked for a magical reward. As such your PC still owes this debt to her, but now has access to learn all of the following spells from the Miniatures Handbook: *guiding light*, *curse of impending blades*, and *blast of flame*. If you do not choose to learn any of these spells, you may instead gain access to the magic item *carpet of flying* (5 ft. by 10 ft.). Both learning the spells and the purchasing of the item are considered to have a frequency of Regional.

➤ **Purchase from Gathil:** The PC named above purchased the following items from the wandering merchant Gathil (cross out those that do not apply, include quantity where appropriate): *sleep arrow* (quantity___), *adamantine arrow* (quantity___), *potion of resist energy (acid)* (quantity___), *ring of water walking*, *portable hole* (quantity___).

➤ **Touched by Purpose:** You have wielded the fell sword Marlanwalaklil, or Purpose in the common tongue. Through this weapon you have seen that your life has true meaning, an ultimate purpose beyond those who lead normal lives. Because of this vision, you refuse to die until you fulfill this purpose, and as such your chance to stabilize while unconscious has increased from 10% to 30%. However, since losing the sword Purpose, you have had difficulty remembering the details of your purpose in life, and you will not rest until you recover that fell weapon; whatever the means. You receive a -4 circumstance penalty to resist the influences of this sword. These benefits and penalties last for one year from the date this adventure is played, or until modified by a future AR.

➤ **Legendary Deed (10%) - Savior of the King:** This PC is known throughout the land as one of the heroes who rescued Lord Kashafen Tamarel from captivity at the hand of the Old One's minions. When this deed is redeemed, Kashafen Tamarel will use his influence to come to the aid of the PC during the module. The PC is treated to High lifestyle for the duration of this event. Kashafen will arrange for free healing should the PC require it, and a temple be available. Kashafen will also organizing meetings with important nobles or sending out scouts as necessary giving the PC a +10 circumstance bonus to Gather Information checks for this module. When this deed is used, the DM should sign and date below this deed as a record that it had been used.

DM:

Date:

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ *elven lightblade +1* (Adventure, AE&G)
- ❖ *elven thinblade +1* (Adventure, AE&G)
- ❖ *eyes of the eagle* (Adventure, DMG)
- ❖ *ring of sustenance* (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

- ❖ *universal solvent* (Adventure, DMG)
- ❖ *vest of escape* (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

- ❖ *burrowing arrow* (Adventure, CW)
- ❖ *dark blue rhomboid ioun stone* (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

- ❖ *belt of endurance* (Adventure, AE&G)
- ❖ *horn of fog* (Adventure, DMG)

APL 14: (All of APLs 6-12 plus the following)

- ❖ *amulet of natural armor +3* (Adventure, DMG)
- ❖ *boots of striding and springing* (Adventure, DMG)
- ❖ *ring of chameleon power* (Adventure, DMG)

APL 16: (All of APLs 6-14 plus the following)

- ❖ *dust of disappearance* (Adventure, DMG)
- ❖ *scarab of protection* (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 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

TU

Starting TU

I, 2, 4 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