



This Record Certifies that

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

Has Completed  
*Madness Falls*  
A Meatregional Adventure  
Set in Iuz's Border States



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 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

☛ **Insanity.** You were driven mad by the vapors of the Madness Falls. You are now afraid of \_\_\_\_\_. Whenever you are faced with the subject of your fear, you must make a Will save (DC 18) or do everything in your power to avoid it. At the end of each adventure, you may make a Will save (DC 18) to overcome the insanity. In any event, it vanishes after three adventures. Mark down the number of adventures your character was insane. It can also be cured by a *break enchantment*, *heal*, *limited wish*, *miracle* or *wish*. If your character manages to stay insane for three complete adventures, your character heals, but gains a +2 circumstance bonus to saves versus fear for the next 52 TU.

☛ **Chunk of Adamantine.** You may have a weapon or one stack of ammunition (50 arrows, bolts or sling bullets) crafted from Adamantine. You must pay the normal costs for this weapon. This weapon must be purchased within three events of this AR. Write Used across this text when redeemed.

☛ **Favor of Moradin.** You put the dwarf miners to rest (or rescued them). As a result, Moradin favors you. At any time as a free action, you may (out loud and with great vigor) call upon Moradin and ask for his aid. You will receive the benefits of both a *divine favor* and a *bear's endurance* as if they were cast at 10<sup>th</sup> level. Cross this favor off when used.

☛ **Mining Rights.** If you managed to clear the entire mine of dangers and managed to remove the curse on the river, you are able to sell the mining rights. For the next 20 regional, metaregional and standard core adventures, you gain 100 gold pieces, not to exceed the maximum allowable gold pieces for the APL of the scenario played.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ *Hat of disguise* (Adventure, DMG)
- ❖ *Rod of cancellation* (Adventure, DMG)

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

- ❖ *Lesser bracers of archery* (Adventure, DMG)
- ❖ *Quaal's feather token – swan boat* (Adventure, DMG)

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

- ❖ *Deck of illusion* (Adventure, DMG)

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

- ❖ *Candle of invocation* (Adventure, DMG)
- ❖ *Robe of bones* (Adventure, DMG)

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

- ❖ *Amulet of health +6* (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

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