



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Tides of War - Supplemental

A Regional Adventure
Set in The Empire of Iuz



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 10

max oxp; ogp

APL 12

max oxp; ogp

APL 14

max oxp; ogp

APL 16

max oxp; ogp

APL 16 (Bonus)

max oxp; ogp

APL 18

max oxp; ogp

APL 18 (Bonus)

max oxp; ogp

❖ **Armband of Demonic Will:** This black iron armband is pitted and marked with crudely carved glyphs in Abyssal. Black metal tendrils embed themselves in the wearer's flesh and bone, bonding the item to the character and cannot be removed by any means short of a *wish* (the armband will reform on the arm if it is severed and *regenerated*). Anyone wearing the armband is treated as if they had the *tanar'ri* subtype for the purpose of spells and effects (for example, the wearer is not susceptible to a vrock's dance of ruin and can be targeted by a succubi's telepathy), but he does not gain any other benefits of the subtype (such as resistances or darkvision).

In addition, the wearer gains the ability to communicate empathically with the marilith, Avehovna, as long as the wearer is on the same plane as the demon. For the near future, Avehovna does not return to the Material Plane, but she may contact the PC again in the future.

The bonded character (not the item) radiates evil equivalent to an evil outsider equal to their racial HD (1 HD for most PCs) and the armband occupies the bracer/bracelet slot while it is bound to the PC.

❖ **Avehovna's Fury:** With the destruction of the Nursemother Keekaku, you have raised the fury of one of Pazrael's most powerful agents. With the chaos currently reigning throughout Torremor, she cannot spare the time to pursue her revenge against you, but she will do what she can.

Every night the PC rests, there is a 15% chance that Avehovna will use her bond to the hero to subject them to nightmares and the murmurings of revenge (resulting in the PC being fatigued in the morning and unable to prepare spells).

If the PC faces a demon that successfully uses a *summon tanar'ri* ability equivalent to a 5th level spell or greater, there is a 50% chance that a marilith (p.44 Monster Manual) is summoned instead of the intended demons, aiding the PC's attackers.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +1 dragonhide breastplate (Adventure, DMG)
- ❖ +1 large bashing heavy steel shield (Adventure, DMG)
- ❖ +1 mithral breastplate (Adventure, DMG)

APL 12 (all of APL 10 plus the following)

- ❖ +1 animated heavy adamantine shield (Adventure, DMG)
- ❖ +1 magebane pitspawned cold iron greatsword (Adventure, CA and see above, 7,400 gp)
- ❖ +2 dragonhide breastplate (Adventure, DMG)

APL 14 (all of APLs 10-12 plus the following)

- ❖ +1 moderate fortification mithral breastplate (Adventure, DMG)
- ❖ +2 magebane pitspawned cold iron greatsword (Adventure, CA and see above, 12,400 gp)
- ❖ Lesser metamagic rod of chaining (Adventure, CA)

APL 16 (all of APLs 10-14 plus the following)

- ❖ +3 magebane pitspawned cold iron greatsword (Adventure, CA and see above, 19,400 gp)
- ❖ Boots of speed (Adventure, DMG)
- ❖ Rogue blade (Adventure, see above)

APL 18 (all of APLs 10-16 plus the following)

- ❖ +1 rapier of deadly precision (Adventure, CV)
- ❖ Headband of intellect +6 (Adventure, DMG)
- ❖ Metamagic rod of quicken (Adventure, DMG)
- ❖ Periapt of wisdom +6 (Adventure, DMG)
- ❖ Ring of evasion (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

-XXXXXXXXXX GP

GP Spent

XXXXXXXXXXXX GP

Subtotal

+XXXXXXXXXXXX GP

GP Gained

XXXXXXXXXXXX GP

Subtotal

+XXXXXXXXXX GP

GP Gained

XXXXXXXXXXXX GP

Subtotal

-XXXXXXXXXX GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

XXXXXX TU

TU Cost

-XXXXXXXXXX TU

Added TU Costs



TU REMAINING

XP

Starting XP

-XXXXXXXXXXXX XP

XP lost or spent

XXXXXXXXXXXX XP

Subtotal

+XXXXXXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL