



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

May the Axe Grow Great

A Regional Adventure

Set in The Shield Lands



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; 733gp

APL 8

max 1,125xp; 1,133gp

APL 10

max 1,350xp; 1,733gp

APL 12

max 1,575xp; 2,333gp

➤ **Griffon Egg:** You may purchase a single Griffon egg for 200 gp. You must have 5 ranks in Handle Animal or have Wild Empathy in order to do this. The access to this is regional but expires after you either purchase a single egg, or 1 year from the date of this AR has passed. After you have owned it for four adventures, and paid 2,000 gp for special training, you may write the triad to receive a young griffon.

➤ **The Breath of Iuz:** You were within 40 feet of Shelton when he died. You have a magical disease. It may only be cured magically, but to do so requires a DC 35 caster check. If you have it for 52 TU it goes away. If you special receive campaign documentation it goes away. At the start of each adventure, roll 1d6. On a 1 your Strength is reduced by 2 for the adventure. On a 2 your Dexterity is reduced by 2 for the adventure. On a 3 your Constitution is reduced by 2 for the adventure. On a 4 your Intelligence is reduced by 2 for the adventure. On a 5 your Wisdom is reduced by 2 for the adventure. On a 6 your Charisma is reduced by 2 for the adventure. Your visage is pale with skull-like blotches over your entire body, and your voice is raspy, like bony claws on the inside of a casket's lid...

➤ **Gold or Glory:** You may choose to keep the gems in which case you get the gold for it. If you turn the gems over to the church, you lose the gold for it but for the next 3 adventures you may invoke once per adventure, as a free action, the blessings of Heironeous. This gives you the effects of an *aid* spell at caster level 5.

➤ **Brand of Heironeous:** As punishment for stealing from the dead, Heironeous has marked you as a thief. Your brand is invisible to all save clerics and paladins of Heironeous, who see it blazing upon your forehead, even if covered. Because you are marked as a criminal, you receive a situational penalty of -10 when attempting to use Bluff, Diplomacy, Disguise, Hide or Perform against clerics and paladins of the Archpaladin. Only a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell cast at 12th or higher level can remove the brand from your brow.

➤ **Shunned by Heironeous:** As punishment for repeatedly stealing from the dead, Heironeous has marked you as a thief. You retain all the effects of the Brand of Heironeous. Further, healing spells and abilities of devotees of Heironeous will not affect you. You lose all influence you hold with any Heironean church. This may only be removed by donating 1000 gp to the Church of Heironeous and by acquiring an *atonement*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Oil of keen edge* (Adventure, DMG)
- ❖ *Crossbow of reloading* (Adventure, Miniatures Handbook)
- ❖ Masterwork dwarven buckler axe (Regional, Complete Warrior)
- ❖ Masterwork maul (Regional, Complete Warrior)
- ❖ *Horn of volume* (Adventure, Miniatures Handbook)

APL 8 (all of APL 6 plus the following)

- ❖ *Bag of tricks (tan)* (Adventure, DMG)
- ❖ *Standard of courage* (Regional, Complete Warrior)

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

- ❖ *Ring of protection +3* (Adventure, DMG)
- ❖ *Divine scroll of summon monster IX* (Adventure, DMG)

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

- ❖ *Dwarven plate* (Adventure, DMG)
- ❖ *Lance of the last rider* (Regional, 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