



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

SHL8-02 – Shield Mage's Tower

A Regional Adventure set in the Shield Lands



Play Notes:

- ☐ Gained a level
- ☐ Retrained
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/resurrected
- ☐ Was reincarnated



Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

☛ **Approval of Kallor/Simen Sharn/The Inquisition:** (Circle One) For placing the Spellpool in a location that favored your patron's interest, they have made available to you the following items (Regional access, all DMG):

- Kallor: *cloak of the bat*, *ring of chameleon power*.
- Simen Sharn: *horn of blasting*, *Daern's instant fortress*.
- The Inquisition: *dimensional shackles*, *mantle of faith*.

☛ **Gift of Waquonis:** For sparing mirror Waquonis, he has offered to repay you with a gift worthy of your deed. He will craft for you one ioun stone or metamagic rod of their choice (must be from the DMG). Alternatively, he will craft for you one Wondrous Item from a previous Adventure Record to which they have or had access. You must pay the full market value.

☛ **Recognition:** Your abilities and mastery of the arcane have not gone unnoticed by the Shield Mages. You may ignore the requirements of the first and second tiers when joining the Shield Mages metaorganization. If you use this favor to enter the second tier of the organization, you meet the special requirement for the Mage of the Arcane Order prestige class.

☛ **Shield Mage:** You have joined the Shield Mages. For more information, contact the Shield Lands Triad.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 8-10:

- ❖ Ring of counterspells (Adventure; DMG)

APLs 12-14 (all of APLs 8-10 plus the following):

- ❖ +1 unholy flail (Adventure; DMG; 18,308 gp)
- ❖ Strand of prayer beads (Adventure; DMG)
- ❖ Orange prism ioun stone (Adventure; DMG)

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

- ❖ +1 unholy flaming frost shock flail (Adventure; DMG; 70,308 gp)
- ❖ +1 spell-storing/+1 wounding two-bladed sword (Adventure; DMG; 26,400 gp)
- ❖ Hand of glory (Adventure; DMG)
- ❖ Ring of arcane might (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

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL