



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Glory Dimmed
A Regional Adventure
Set in the Viscounty of Verbobonc



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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 598 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 2,998 gp

This character has continued to ally with one of the factions in the Iron Wood. Delete the non-applicable Trust, and mark the Trust that the characters have obtained:

☐ This character has earned the **Trust of Shannus**. Shannus is a Brass Dragon Disciple willing to return his trust by guiding a character through the ritual training for any metallic dragon disciple. The character will spend two weeks with Shannus to prepare and perform the ritual and initial training afterwards. Shannus will guide a Brass Dragon Disciple for one 'Trust of Shannus'. Shannus will guide any other Metallic Dragon Disciple for two 'Trust of Shannus'. Characters must request a Regional Adventure Certificate from the Verbobonc Triad. The ritual and training require 2 Time Units.

☐ This character has earned the **Trust of Breyin** the Moonlord

Cross out the following if it does not apply.

As long as this character encountered Feff the lantern archon in this scenario, the character may take Feff as a cohort under three conditions: the character must have the Leadership feat with a Leadership Score of at least 7, must have no other cohort, and must be lawful good, lawful neutral, or neutral good in alignment. Feff is a lantern archon, as found in the Monster Manual. Feff starts with zero experience points (and gains none for participating in this adventure). Once Feff accumulates 6,000 experience points, he becomes a 2 HD lantern archon. Once his experience total reaches 10,000, he becomes a 3 HD lantern archon, and at 15,000 experience points, he reaches his maximum advancement as a 4 HD lantern archon.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Eyes of the Eagle (Frequency: Adventure; DMG)
- ❖ Potion of Fire Breath (Frequency: Adventure; 3rd lvl caster; DMG)
- ❖ Quiver of Ehlonna (Frequency: Adventure; DMG)
- ❖ Rope of Climbing (Frequency: Adventure; DMG)

APL 6 (all of APL 4 plus the following)

- ❖ Horn of Fog (Frequency: Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ Bracers of Archery [3.5 - Lesser] (Frequency: Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ Bracers of Armor +3 (Frequency: Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ Circlet of Persuasion (Frequency: Adventure; DMG)
- ❖ Collar of Resistance +4 (Frequency: 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

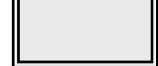
Starting TU

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