_____ **A.K.A.** _____    _____ - **2**

**Player Name**          **Character Name**          **Organized Play #**   **Character #**

Faction _____ Reputation ____|
Faction _____ Reputation ____|
Faction _____ Reputation ____|

## Adventure Summary

The cargo of *Durvin's Query* proved a daunting load to carry, as it attracted rabid squirrels, druidic bandits, aquatic menaces, and one very angry centaur. Transporting a cart through the Immenwood and along the High Coast Road while constantly beset by the forces of nature was a task for a seasoned adventuring group. Hopefully your efforts have made a difference in the region and the *Scale of the Spurned Tempest* can be safely stored away.

## Boons

**A Thorny Situation (General):** You were beaten by Vengeant Thorn's minions and left tied up in the woods. It's hard to say what will happen to the Immenwood with the renegade centaur in possession of such a powerful artifact, but maybe you'll have better luck thwarting the druid next time around. This boon might have special effects in future scenarios.

**Touched by the Storm (General):** Your exposure to the stormy power of the *Scale of the Spurned Tempest* has inured you to the elements to a small degree. While this boon is slotted, you gain cold resistance 1 and electricity resistance 1.

**Starting XP**

**XP Gained**

**Final XP**

## Items

### SUBTIER 1–2

*dull gray aeon stone*ᵁ (level 1; 9 gp)
*scroll of wall of wind* (level 5; 30 gp)
silver buckler, low-grade (level 2; 30 gp)
*tracker's goggles* (level 3; 60 gp)

### SUBTIER 3–4

*+1 armor potency rune* (level 5; 160 gp)
dragonhide buckler, standard grade (level 8; 400 gp)
*scroll of wall of wind* (level 5; 30 gp)
*tracker's goggles* (level 3; 60 gp)

## Purchases

### Items Sold / Conditions Gained

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

**TOTAL VALUE OF ITEMS SOLD**
Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

**TOTAL COST OF ITEMS BOUGHT**

## REWARDS

**Starting GP**

**GP Gained**

**Earn Income**

**Items Sold**

**GP Spent**

**Total GP**

**Starting Fame**

**Fame Earned**

**Total Fame**

## Notes

_____
_____
_____
_____
_____

## Downtime

_____
_____
_____
_____
_____