



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Tinderbox
A Regional Adventure
Set in Perrenland

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 2

max 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

Ur-Flannae Divine Blessing: Weapons in the possession of the character are temporarily enchanted with a +1 enhancement bonus. The character's armour items also provide protection from evil. This enchantment lasts for the duration of Tinderbox and the next scenario played following the completion of Tinderbox. This includes magical items. Items so blessed should be marked with an asterisk or initialled by the DM. Write used across this text after the next adventure.

Ire of the Hüssens: Through his or her actions the PC has insulted the Hüssens clan of Perrenland. The PC receives a -2 penalty to all Charisma-based skill tests when dealing with Hüssens clan members in social encounters.

Favour of the Council: The PC has rendered good service to the Cantonal Council of Perrenland. The PC receives a +2 circumstance bonus to all Charisma-based skill tests when dealing with Perrenland figures of authority in social encounters. The PC gains one Perrenland regional influence point. Not this point counts as double for the purposes of requirements for the Auszug, Old Kerk, or clan grafgardts.

+2 cursed rapier (friendslayer): The first person to pick up this cursed weapon following the death of its previous owner is the unlucky next victim of its curse. Whenever a character misses an attack with the item, he or she must make a successful Reflex (DC 20) save or immediately attack one friend anywhere within the character's reach, provoking an attack of opportunity from the character's original target. After one week in the character's possession, the rapier always forces the owner to employ it when engaged in melee combat, rather than another weapon. The rapier's owner automatically draws and fights with it, even if he or she meant to draw or ready some other weapon. It can only be got rid of by means of limited wish, wish or miracle (which will render the rapier non-magical, leaving it as a masterwork item) or through death (the curse is broken if the character is raised).

This item is only gained by one PC at any given table. It should be crossed off all other ARs. If gained by this PC, it may be added to his MLL for no cost. The item cannot be sold or traded and may only be removed by the means mentioned above. Market price: ogp, Frequency: Adventure, may not be crafted.

TU Starting TU

1 or 2 TU TU Cost

- TU Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Potion of Neutralize Poison (Adventure, DMG)
Boots of Striding and Springing (Adventure, DMG)

APL 4 (all of APL2 plus the following)

- +1 Studded Leather Armor of Shadow (Adventure, DMG)
Wand of Magic Missile (1st-level caster) (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following)

- Wand of Magic Missile (3rd-level caster) (Adventure, DMG) - replaces APL4 version

APL 8 (all of APLs 2-6 plus the following)

- Wand of Magic Missile (5th-level caster) (Adventure, DMG) - replaces APL4-6 version
Potion of Blink (Adventure, 750gp, DMG)

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP FINAL XP TOTAL

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

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

FINAL GP TOTAL

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value