



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
A Nation Mocked – Part 1
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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Favour of VanOostl:** Due to your actions in helping to save the commander of the 1st Armie you have the gratitude and favour of him. This can be used to gain promotion within any of Perrenland's "Fighting Forces" meta-organisations. It also removes the "traitorous reputation" penalty featured in the regional scenario Regicide from an afflicted PC.

☛ **Blessing of the Old Kerk:** Due to your selflessness towards the Perrender wounded in "A Nation Mocked" you have received the blessing of the Old Kerk. If during your adventuring career you are struck down by a blow and fail to stabilize before reaching -10 hit points this blessing in enacted and you instantly heal 1d4 points of damage. This blessing will work only once. Note: PCs dropped below -10 in one hit does not benefit from this blessing.

☛ **The Fools Option:** You surrendered at the Ford of Nestor. Consequently you have been disarmed, losing all equipment, interrogated brutally until you reveal everything and begged for mercy. Luckily some 2 TUs later whilst heading to Dorakka you where rescued and made it back to Perrenland, after an additional TU. Due to the poor treatment you received and some psychological damage you have lost a point of Charisma and a point of Constitution for the next year. This loss can be restored with a *restoration* spell.

☛ **Beregnor's Spellbook:** 1st: Disguise Self, Electric Orb, Lesser, Enlarge Person, Expeditious Retreat, Obscuring Mist, Shield. 2nd: Alter Self, Cat's Grace, Glitterdust, Web, Whispering Wind. 3rd: Blink, Fly, Invisibility Sphere, Slow. 4th: Dimension Door, Electric Orb, Polymorph. Value: 2000 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2-6:

- ❖ Ring of Wizardry I (adventure, DMG)
- ❖ +1 magic +2 mighty long composite bow of seeking (adventure, DMG)
- ❖ +1 Mithral Chainshirt (adventure, DMG)
- ❖ Beregnor's Spellbook (adventure, See Above)

APL 8-10 (all of APLs 2-6 plus the following)

- ❖ Javelin of Lightning (adventure, DMG)
- ❖ +2 Mithral Chain Shirt (adventure, DMG)

APL 12: (all of APLs 2-10 plus the following)

- ❖ Longsword +2 (adventure, DMG)
- ❖ Chainshirt +2 (adventure, DMG)
- ❖ Belt of Giant Strength +4 (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