



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
Black Blood
A Regional Adventure
Set in Perrenland

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Play Notes:

- Gained a level
- Lost a level
- Ability Drained
- Died
- Was raised/res'd
- Was reincarnated

Home Region _____



Adventure Record#

595 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

♣ **Spellbook of Rentin Oostmeer:** APL 2: *burning hands, mage armor, shocking grasp, unseen servant.* (Adventure; PHB; 500 gp); APL 4: All APL2 version + *feather fall, magic missile.* (Adventure; PHB; 700 gp); APL 6: All APL2-4 version + *gust of wind, mel's acid arrow, protection from arrows, resist energy.* (Adventure; PHB; 1,500 gp); APL 8: All APL2-6 version + *command undead, dispel magic, fireball, stinking cloud.* (Adventure; PHB; 2,700 gp); APL 10: All APL2-8 version + *glove of lesser invulnerability, solid fog, shout, mass enlarge person.* (Adventure; PHB; 4,300 gp).

♣ **Longship "Black Reaver":** For your capture of the pirate Uthor Oostmeer, you have been given a share in the prize money from his longship the "Black Reaver". As part of your share, you may purchase the vessel at a later date. It has one light catapult (forward cone only) as armament. If you possess the Leadership feat, the crew can be made up of followers, otherwise it costs you an extra 100 gp per TU of wages in any adventure you use the longship (at least one character must have 5 ranks in Profession: sailor). This ship has been renamed: _____
Market Price: 10,000 gp; Frequency (Regional).

♣ **Favour of the Meerijder Clan:** For removing a stain upon the clan (namely one pirate, Uthor Oostmeer), the Meerijder's owe you a favour. This may be used for metaorg access, or retained for other benefits at a later date.

♣ **Disfavour of Nerull:** For foiling the plans of his clerics, Nerull has his eye on you. The next time you are hit by any spontaneous *Inflct* spell cast by a cleric of Nerull, that spell is automatically maximised. This disfavour is voided after use by the judge of that adventure.

♣ **Favour of Nerull:** As you have failed to foil the plans of his clerics, Nerull has his eye on you. The next time you are reduced below zero hit points (but not dead), you automatically stabilise. Of course, accumulating too many of his favours may come back to haunt you. This favour is voided after use.

TU

Starting TU

I 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Wand of inflict light wounds* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Potion of shield of faith +5* (Adventure, DMG)
- ❖ *Songblade* (Regional, Complete Adventurer)

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

- ❖ *Brooch of shielding* (Adventure, DMG)
- ❖ *Oil of sonic weapon* (Adventure, Complete Adventurer)

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

- ❖ *+1 light fortification buckler* (Adventure, DMG)

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

- ❖ *+2 chain shirt* (Adventure, DMG)
- ❖ *Lesser metamagic rod of silence* (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 Item _____

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