



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Dark Days In Deed
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#

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

APL 12
max 1,575xp; 3,300gp

APL 14
max 1,800xp; 6,600gp

APL 16
max 2,025xp; 9,900gp

Item From The Von Oostmeeren Family Vault: For your help, Jarvinia allows you to choose ONE of the following Wondrous Items (DMG only) from the von Oostmeeren Family Vault. The item I chose to take was

I understand that this item (or its box) is encrusted with the markings of the von Oostmeeren Family, and my possession of this item may be shown to verify the love which that family has towards me. I also understand that if I take this item, half it's full value is deducted from the total GP earned for this adventure (see value below). Higher APLs have access to lower APL items as well.

- APL 2: Elixir of sneaking (DMG, 125gp)
APL 4: Quaal's feather token, bird (DMG, 150gp)
APL 6: Quaal's feather token, whip (DMG, 250gp)
APL 8: Bracers of armor +1 (DMG, 500gp)
APL 10: Hat of disguise (DMG, 900gp)
APL 12: Chime of opening (DMG, 1500gp)
APL 14: Cirlet of persuasion (DMG, 2250gp)
APL 16: Periapt of health (DMG, 3700gp)

Defender Of Traft: [Note: Only PCs who played Return To The Temple of Incubulos can receive this special favor]. For your services in the recent past, coupled with those of today, Cesarea Aaronfar gives you the following reward: For the term of one year, any ONE ITEM on any Perrenland Regional AR marked Adventure can be considered a Regional item as well.

Item Name: _____

AR Purchased: _____

Favor Of The Family Von Oostmeeren: This favor grants the recipient free Luxury upkeep for any adventure set in Traft Canton, the Clatspurs, or the Sepia Uplands (Vesbergen). This includes the granting of all benefits associated with Luxury upkeep.

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 detect magic (Adventure, DMG)
APL 4: Wand of magic missiles (Adventure, DMG)
APLs 6-8: Pearl of power (1st-level spell) (Adventure, DMG)
APL 10: Ring of protection +2 (Adventure, DMG)
APL 12: Ring of protection +3 (Adventure, DMG)
APL 14: Cloak of resistance +2 (Adventure, DMG), Ring of counterspells (Adventure, DMG)
APL 16: Cloak of resistance +3 (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 1/2 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 Subtotal

GP FINAL GP TOTAL