



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed

The Schwartzstadt Heresy, 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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature RPGA #

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 1,965xp; 9,900gp

Well of Sorrows: This character visited the Well of Sorrows and gained the following effects:
 Curse Removed _____
 Boonbane revealed as a +1 _____
 Gained Sorrow Number _____
 (Sorrow only has effect in Perrenland regional adventures.)

HundPlatz Markets: This character visited the HundPlatz Markets and purchased one of the following items from the DMG: +2 weapon (any PHB), +1 weapon (any PHB) with defending, distance, keen, merciful or seeking upgrade, +2 armour (any PHB), +1 armour (any PHB) with glamered, fortification (light), silent moves, *caster's shield*, *amulet of health +4*, *monk's belt*, *potion of barkskin +4*, *ring of counterspells*, *wand of cure moderate wounds*, *pearl of power (2nd level spell)*.
 Item name _____

Keph's Hoof: Your horse has grazed on ground which is sacred to Keph, and has gained a 10 ft. bonus to movement for the next 3 Perrenland adventures, due to the vigor that is imparted to it.

Favour of the 223: For the cost of 1 additional TU, your character has spoken with each of the 223 heads that adorn the rafters of the Sacraal Rest Inn in Ulmt. Your PC can make one Knowledge check per Perrenland regional adventure as if he/she had 10 ranks in Knowledge (history). A PC who already has the Bardic Knowledge ability, instead gains a +5 to any one Bardic Knowledge check per Perrenland regional adventure.

Permanently Knotted: Your PCs is known to be wantonly destructive in Perrenland. Your PC must always have his/her weapons bound with a peace knot during any Perrenland regional adventure. The cost of wielding your weapons in any Perrenland adventure will therefore cost you 50gp per regional adventure in Kopkris.

Holy Symbol of Vathris: You PC has received a holy symbol of Vathris from Angvest the Blind.

Favour of Bertgris Udden: You have his favour this will be of benefit at another time.

Favour of Reanulf Solcarde: You have his favour this will be of benefit at another time.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ *Amulet of mighty fists +1* (Adventure, DMG)
- ❖ *Dust of disappearance* (Adventure, DMG)
- ❖ *Ring of protection +2* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Vest of resistance +2* (Adventure, DMG)

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

- ❖ *Monk's belt* (Adventure, DMG)
- ❖ *Mithral chain shirt* (Adventure, DMG)
- ❖ *Pearl of power (2nd level)* (Adventure, DMG)

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

- ❖ *Ring of force shield* (Adventure, DMG)

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

- ❖ *Potion of cure serious wounds* (Adventure, DMG)
- ❖ *Giant wasp poison* (Adventure, DMG)

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

- ❖ *Incandescent blue sphere ioun stone* (Adventure, DMG)

- ❖ *Hat of disguise* (Adventure, DMG)

- ❖ *Gloves of Dexterity +4* (Adventure, DMG)

APL 14 (all of APLs 2-12 plus the following)

- ❖ *Bracers of armor +3* (Adventure, DMG)

APL 16 (all of APLs 2-14 plus the following)

- ❖ *Mithral full plate +2* (Adventure, DMG)
- ❖ *Vicious heavy mace +2* (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 Subtotal

GP FINAL GP TOTAL

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 Subtotal

XP FINAL XP TOTAL