



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed
Brother's Love Lost
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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Caravel (Sailing Ship): You have gained the opportunity to purchase a caravel (*Stormwrack* p.97). This ship costs 10,000gp and requires a captain with five ranks in Profession (sailor). Access is adventure unless the PCs also gain the favour **Access to Nachtstadt**, then access is regional. Cross off once purchased.

Favour of the Zilchans: You have performed a valuable service for the Church of Zilchus and you have earned their favour. This favour can be redeemed once in one of the following ways.

- Use the favour to give you access to *analyse portal, attune form, capricious zephyr, iron silence, traveler's mount, and weapon of impact* (all *Spell Compendium*).
- Use the favour to obtain one-off access to someone who will enchant a weapon, armour or shield with a special ability from the *DMG* costing +3 (or 18,000gp) or less.
- Use the favour to obtain one-off access to someone who will increase a weapon, armour or shield enhancement bonus to +4.

Access to Nachtstadt: By keeping the secret of Nachtstadt existence, you have gained access to the town. As a result, you have regional access instead of adventure access to the items listed below that are marked with a star (*).

Gratitude of the Meerijders: By informing people about the secret pirate haven, thus allowing it to be destroyed, in a rare agreement, the Meerijders (Oostmeer and Vestmeer) believe they owe you a debt. This has the following effects.

- You can travel aboard any Meerijder ship for free and receive free luxury upkeep during adventures set in Meerijder territory.
- You receive one-off access to upgrade a ring of protection or amulet of natural armour by +1, or to upgrade any one stat boosting item by +2 (cross out this section when used).
- Choose one item from this adventure that you have adventure access - you now have regional access to that item. Item chosen: _____

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Masterwork cutlass (Adventure, Stormwrack)
- ❖ *Dusty rose ioun stone* (Adventure, DMG)
- ❖ *Cape of the mountebank* (Adventure, DMG)*

APL 8 (all of APL 6 plus the following)

- ❖ *Pearl of power (1st level)* (Adventure, DMG)
- ❖ Malys root paste (Adventure, DMG)
- ❖ *Dagger of venom* (Adventure, DMG)

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

- ❖ *Pearl of power (3rd level)* (Adventure, DMG)
- ❖ +2 *deadly precision rapier* (Adventure, Complete Adventurer)
- ❖ Purple worm poison (Adventure, DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ *Lesser metamagic rod of empower* (Adventure, DMG)
- ❖ +5 *riverine full plate* (Adventure, Stormwrack)

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

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