



This Record Certifies that



Play Notes:

- Gained a level
Retrained
Lost a level
Ability Drained
Died
Was raised/resurrected
Was reincarnated

Adventure Record#

597 CY ADVENTURE

Character Name Classes and Levels

Player Name RPGA #

has completed PER7-03 - Discord's Harmony A Regional adventure set in Perrenland

Event: Date:

DM: Signature RPGA #

LEVEL OF PLAY (CIRCLE ONE)

APL 4 max 675 xp; 650 gp

APL 6 max 900 xp; 900 gp

APL 8 max 1,125 xp; 1,300 gp

APL 10 max 1,350 xp; 2,300 gp

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

Marked by HUS: You have been saved from death by the Reaper and have been branded on the inside forearm of your left arm with Ur-Flannae runes spelling HUS.

Favour of the Heretics: The heretics use their contacts to arrange for you to purchase one non-Closed item from table 7-27 in the DMG.

AR Ordered: Item:

Favour of the Traditionalists: In return for your loyalty to the traditionalists of the Old Kerk, you gain Regional access to a scroll of any spell with the healing descriptor that is Open for your PC.

All future NPC spellcasting costs from the Old Kerk are halved (not including material or experience costs).

Members of the Old Kerk gain access to the Church Inquisitor prestige class.

Answer to Meneliant's Question: You have declared yourself either a Heretic or a Traditionalist in the presence of a solar; mark your choice below.

- Heretic
Traditionalist

Geas of Indecision: You are under the affects of a geas cast at 20th level (see PH 234; Fortitude save DC23). At the start of any day of an adventure that is not a part of the 'A Nation Mocked' plot arc, you suffer the effects of disobeying the geas.

Well of Sorrows: This character visited the Well of Sorrows and gained the following effects:

Curse Removed AR #

Boonbane revealed as a +1

Gained Sorrow # (Sorrow only has effect in Perrenland regional adventures)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4:

- Ghost blight (Adventure; CV)
Weapon capsule retainer (Adventure; CV)
Medal of gallantry (Adventure CV)
Stone of alarm (Adventure; DMG)
Rod of sure striking (Adventure; DMG2)
Scroll of restoration (Adventure; DMG)
Blessed bandage (Adventure; HoB)
Healing salve (Adventure; HoB)
Hat of disguise (Adventure; DMG)
Elixir of hiding (Adventure; DMG)
Elixir of sneaking (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- Quaal's feather token [whip] (Adventure, DMG)

APLs 8 to 12 (all of APLs 4-6 plus the following):

- Dust of disappearance (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

Table with 2 columns: Item Name, Value

Total Value of Sold Items

Add 1/2 this value to your GP value

Items Bought

Table with 2 columns: Item Name, Cost

Total Cost of Bought Items

Subtract this value from your GP value

TU Starting TU

1 or 2 TU TU Cost

- TU Added TU Costs

TU TU REMAINING

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP FINAL XP TOTAL

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

FINAL XP TOTAL

FINAL GP TOTAL