



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

has completed  
**PER8-05 – The Hus Factor**  
A Regional adventure set in **Perrenland**

Play Notes:

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



Adventure Record#

**598 CY**  
**ADVENTURE**

LEVEL OF PLAY  
(CIRCLE ONE)

**APL 2**

max 450 xp; 450 gp

**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

**APL 14**

max 1,800 xp; 6,600 gp

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

☛ **Gift of the Voormann:** For services to Perrenland and its people, you have earned the Gift of the Voormann below:

- ❖ **Levels 1-4:** 40 acres of New Seed land and an annual pension of 100gp in Northern Yattenheid.
- ❖ **Levels 5-8:** 400 acres of New Seed land and an annual pension of 500gp in Northern Yattenheid
- ❖ **Levels 9-11:** 4000 acres of New Seed land in Northern Yattenheid, title of Landgraf of either your own clan or the Hus, an annual pension of 2500gp and a seat on the council of Grafts.
- ❖ **Levels 12+:** 6000 acres of New Seed land in Northern Yattenheid, title of Landgraf of either your own clan or the Hus, an annual pension of 5000gp and a seat on the council of Grafts.

☛ **Warden of Perren:** By saving the Voormann you have ensured the nation remains strong and united. You are added to the rolls of the Voormannsgardt and Rechters of Perrenland. You are invited into Perren's council, and hear his plans for fame and glory in the future...

☛ **Perrenland in Mourning:** With the death of Perren, the nation mourns a lost hero. As word of your failure to save him spreads, you find the people no longer sing your praises. This favour voids all previous Perrenland favours earned.

☛ **Meneliant's Gift:** For freeing the solar you have earned his eternal thanks. In gratitude the angel has given you a part of itself that will protect and guide you in the future. Once per adventure you can call upon this gift as an immediate action to gain a +5 bonus to any one saving throw, attack roll or skill check.

☛ **Torments of An Angel:** By sacrificing the angel, you feel that you have lost a part of yourself. You suffer nightmares of personal loss and guilt that wake you frequently, forcing you to sleep or meditate an extra 2 hours to gain proper rest. Additionally, you can no longer take 10 on any skill check in any situation, as your thoughts are always clouded.

☛ **Gratitude of Perren:** Not only have you save the voormanns life, but you have lifted his spirits as well. He is forever changed and has you to thank for it. In gratitude you are named a Ritter (knight) of Perrenland, or if already a Ritter you are named a Rechter (judge) of Perrenland as well. In addition, your Gift of the Voormann favour is elevated to the lvl 12+ benefit.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ Adventure access to 1 scroll of 1 Open spell
- ❖ Adventure access to 1 non-Closed weapon, armor, or shield special ability from the DMG
- ❖ Amulet of emergency healing (Adventure; MIC)
- ❖ Belt of priestly might, Old Kerk deities (Adventure; MIC)
- ❖ Boots of the mountain king (Adventure; MIC)
- ❖ Boots of the mountain king, greater (Adventure; MIC)
- ❖ Bracers of accuracy (Adventure; MIC; limit 1)
- ❖ Collar of healing (Adventure; MIC)
- ❖ Deathstrike bracers (Adventure; MIC)
- ❖ Dispelling cord (Adventure; MIC)
- ❖ Inquisitor bracers (Adventure; MIC)
- ❖ Pearl of power, 1<sup>st</sup> to 5<sup>th</sup> (Adventure; DMG)
- ❖ Rapid strike bracers (Adventure, MIC; limit 1)
- ❖ Ring of arming (Adventure; MIC)
- ❖ Wand of cure light wounds, 10 charges (Adventure; DMG; 150 gp)
- ❖ Wand of cure moderate wounds, 10 charges (Adventure; DMG; 900 gp)
- ❖ Wand of cure serious wounds, 10 charges (Adventure; DMG; 2,250 gp)
- ❖ Wilding clasp (Adventure; MIC; limit 2)

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 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