



Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

This Record Certifies that

played by \_\_\_\_\_  
Player RPGA #

Has Completed  
**AHL4-02 Plagued Dreams**  
A Regional Adventure  
Set in The Principality of Innspa

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

Home Region \_\_\_\_\_

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

**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*

**Disfavour of the People of the Adri Forest:**  
You have released the Plague of the Third Season into the Adri Forest. Thanks to you, the Adri is now full of vicious night hags. The people of the forest will not look kindly upon you in the future. All favours you have with people, groups, or organizations in the Adri are voided. Once you do something that is of benefit to the people of the Adri Forest (i.e., you gain another Favour within the Adri), scratch off this disfavour.

**Favour of Ploellin, Priest of Rao**  
Now that you have finally defeated his life-long nemesis, Nzevorikin, the old priest is very happy. He grants each of you a favour grating the holder a single spell, should he/she seek out the services of Ploellin in the city of Innspa.

This favour issues as follows: if one is used, Ploellin grants either a *cure light wounds* or a *bless water* spell, if two are used, he grants either a *cure moderate wounds* or a *delay poison* spell, and if three are used, he grants a *cure serious wounds* or a *cure disease* spell. No more than three can be combined together at a time.

TU

*Starting TU*

1 TU

*TU Cost*

- TU

*Added TU Costs*

*TU REMAINING*

**ITEMS FOUND DURING THE ADVENTURE**

*Cross off all items NOT found*

**APL 4**

❖ *Potion of cure moderate wounds* (Adventure; CL 3rd; DMG)

**APL 6** (All of APL 4 plus the following)

**APL 8** (All of APL 4-6 plus the following)

❖ +2 full plate (Adventure; CL 6<sup>th</sup>; DMG)

**APL 10** (All of APL 4-8 plus the following)

❖ +2 breastplate (Adventure; CL 6<sup>th</sup>; DMG)

XP

*Starting XP*

- XP

*XP lost or spent*

XP

*Subtotal*

+ XP

*XP Gained*

XP

*FINAL XP TOTAL*

**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

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*