



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
AHL7-07 – Quelle des Zorns
A Regional Adventure
Set in the Principality of Innspa



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

597 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

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Favor with the Innspa City guards: You receive 1 Influence Point with the city guards of Innspa. Alternatively, you may reroll the check if you get caught in Ahlissa if you are "Wanted in Ahlissa". Cross off when used.

Favor of "Aktionsfront Freies Almor": This favour counts as an invitation to the "Aktionsfront Freies Almor" MO.

If you already are a member of this MO, they give you regional access to (all from MIC): *bracers of quick strike*, *brooch of stability*, *deadly precision* weapon enhancement upgrade, *greater skill shard*.

Captured! You loose 2 TUs before you can escape with your equipment.

Widamir's Leathershop: Widamir offers to sell you 1 "Masterwork Potionbelt". This non-magical belt can hold up to 10 potions (and no other item). You can retrieve one potion from the belt as a free action instead of a move action. Retrieving as well as drinking a potion still provokes an Attack of Opportunity. 60 gp each.

Secret mission VII-A accomplished: This might have an impact on later adventures. You also get regional access to: *badge of valor* (MIC)

Student Notes on Spells: If you spend 1 TU, you can decipher the following spells from the gathered notes – all from SC (you still need to spend to gold to write it in your spellbook):

Notebook I: *amanuensis*, *greater mage hand*, *master's touch*.

Notebook II: *baleful transposition*, *battering ram*, *heroics*.

Notebook III: *greater mage armor*, *mass mage armor*.

Notebook IV: *brilliant blade*.

Notebook V: *kiss of the vampire*.

Guidance of "Freie Waldläufer des Adri": Whenever you travel through the Adri, you may roll a d20 once per adventure. If you roll 11 to 20, you find a member of this MO giving advice which routes to use. Your travel time through the Adri is shortened (treat trackless forest terrain as road).

If you already are a member of this MO, they now teach you more about the wildlife of the Adri. You gain +4 competence bonus on Knowledge (nature) checks while in the Adri Forest.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Elixir of sneaking* (Adventure; DMG)
- ❖ *Elixir of hiding* (Adventure; DMG)
- ❖ *Heward's fortifying bedroll* (Adventure; CM)
- ❖ Student Notes on Spells I (Adventure; 125 gp; see above)
- ❖ *Wand of iron silence* (10 charges) (Adventure; SC)

APL 4 (all of APL2 plus the following)

- ❖ Student Notes on Spells II (Adventure; 300 gp; see above)

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

- ❖ Student Notes on Spells III (Adventure; 300 gp; see above)

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

- ❖ Student Notes on Spells IV (Adventure; 300 gp; see above)

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

- ❖ Student Notes on Spells V (Adventure; 350 gp; see above)

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

TU

Starting TU

1 or 2 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