



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

AHL8-02 Von Mittag bis Mitternacht

A Regional adventure set in the Principality of Innspa



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

Arrested (Verhaftet): You have been arrested and will be punished as described on all your Wanted!-Records.

Gratefulness of the city guard / Hanno Böckling (Dankbarkeit): For your help you get regional access to the armor or shield enhancement *commander* (MIC).

Favor of the Bloodhounds (Achtung der Bluthunde): You have been invited to the Bloodhound MO. In addition, the MO thanks you for your efforts and grants you one time access to the *merciful* and the *deadly precision* (Complete Adventurer) weapon enhancements.

Favor of the urchins of Innspa (Belohnung der Straßenkinder von Herbergsbad): If you are *Wanted* in Ahlissa, the next time you are in danger of getting captured by the city guard, the urchins cause a distraction so that you may flee (cross off if used).

If you are a member of the MO "Sponsor of Nareenas Haus der Jugend", you are now invited to become a member of the MO "Nareenas Haus der Jugend – Patenschaft" in addition.

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Captured and tortured (Gefangen und gefoltert): You spend 4 extra TUs in captivity and are tortured, until you manage to escape with all your equipment. You start your next adventure with only a quarter of your maximum hit points.

Visdriadre Ningel's Spellbook: You have plundered the gnomes spellbook.

APL 2: o-ghost sound, silent portal (SC), touch of fatigue, sonic snap (SC); 1st-burning hands, color spray, disguise self, ventriloquism.

APL 4: as APL 2, plus 2nd-claws of darkness (SC), delusions of grandeur (SC), flaming sphere, glitterdust, hypnotic pattern, invisibility, mirror image, shadowspray (SC).

APL 6: as APLs 2-4, plus 3rd-cone of dimness (SC), displacement, fireball, greater mage armor (SC), phantom guardians (Races of Destiny), shadow binding (SC).

APL 8: as APLs 2-6, plus 4th-greater invisibility, phantasmal killer, sensory deprivation (SC), shadow well (SC).

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Mithral chain shirt (Adventure)
- ❖ Rod of ropes (Regional; 4,000 gp; Complete Scoundrel)
- ❖ Visdriadre Ningel's spellbook (Regional; 300gp)

APL 4 (all of APL 2 plus the following)

- ❖ Visdriadre Ningel's spellbook (Regional; 1,100 gp)

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

- ❖ Visdriadre Ningel's spellbook (Regional; 2,000 gp)

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

- ❖ Amulet of tears (Adventure; 2,300 gp; MIC)
- ❖ Visdriadre Ningel's spellbook (Regional; 2,800 gp)

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

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

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