



Play Notes:

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

Adventure Record#

This Record Certifies that

Played by _____
Player RPGA #

Has Completed
Crisis of Faith
A Regional Adventure
Set in the Free State of Onnwal

Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4
max 675 XP; 650 gp

APL 6
max 900 XP; 900 gp

APL 8
max 1125 XP; 1300 gp

APL 10
max 1350 XP; 2300 gp

APL 12
max 1575 XP; 3300 gp

Favour of Dorinuur, son of Korinuur, Thegn of Sarakast: You have been instrumental in the helping the Thegn of Sarakast escape from the theocratic coup in the Three Citadels. As a result you have gained his everlasting gratitude, and one day when he returns to his throne, he will remember your aid.

Captured by Vagem Morathuann, the Prophet of Moradin: You were too slow in escaping the halls of the Thegn, and were captured by the Templars of Moradin. However, despite fact the Khazuur Maar eventually rescues you the time you spent in the cells of Sarakast were long and tedious, and costs 10 TUs.

Wanted by Vagem Morathuann, the Prophet of Moradin: The Headlands are no longer a safe place for you. Having helped Thegn Dorinuur escape Sarakast, the Prophet of Moradin has deemed that you are a heretic and an enemy of Moradin. As a result, if you encounter the Templars of the Three Citadels of the Headlands, you may be captured and brought his ecclesiastical seat in Nerakern for trial. This may have role-playing consequences in future Onnwal regional adventures.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

❖ *+1 keen dwarven waraxe* (Frequency Adventure, Caster Level 10th, Source DMG)

APL 8 (All of APL 6 plus the following)

❖ *horn of goodness* (Frequency Adventure, Caster Level 6th, Source DMG)

❖ *+1 shocking burst heavy crossbow bolts* (Frequency Adventure, Caster Level 10th, Source DMG)

APL 10 (All of APL 8 plus the following)

❖ *potion of cure serious wounds* (Frequency Adventure, Caster Level 5th, Source DMG)

❖ *+2 keen dwarven waraxe* (Frequency Adventure, Caster Level 10th, Source DMG)

APL 12 (All of APLs 8-10 plus the following)

❖ *+1 full plate (spell resistance 13)* (Frequency Adventure, Caster Level 15th, Source DMG)

❖ *+3 keen dwarven waraxe* (Frequency Adventure, Caster Level 10th, Source 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

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 Spent

GP

Subtotal

+

GP Gained

GP

Subtotal

+

GP Gained

GP

Subtotal

-

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 TU

TU Cost

-

Added TU Costs

TU REMAINING

XP

Starting XP

-

XP lost or spent

XP

Subtotal

+

XP Gained

XP

FINAL XP TOTAL