



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
ONW7-02 Scars of War
A Regional Adventure
Set in Onnwal



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



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

☛ **Favor of Mara:** For helping Mara of Longbridge, and allowing her to find peace at last over her husband's death, this PC is forever welcome at the Leaping Salmon inn. Many traders pass through there, and Mara can help the PCs find bargains.

After any Onnwal regional adventure, the PC may spend 1 extra TU, and then be able to purchase any one item to which they still have access found in the bottom half of any Onnwal regional AR at a 10% discount. The PC may only purchase 1 discounted item per adventure this way.

☛ **Reported To The Authorities:** This PC is known to have breached the quarantine around Scant. Now the War is over, the authorities look much less kindly on adventurers. This PC may no longer gain free upkeep in Onnwal from any cert, favour or membership of an organisation. The PC must now pay upkeep as normal.

☛ **Scars of Scant:** This character entered the necropolis that is Scant and faced the undead that dwell there. Having been exposed to so much death, they are now better prepared should they face them again. On 3 occasions, this PC may reroll a Saving Throw against any effect originating from an undead creature. The results of the second roll are binding.

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ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Phylactery of faithfulness (Regional; CL 1st, DMG)

APL 6 (All of APLs 4 plus the following)

- ❖ Wand of enlarge person (Regional; DMG)
- ❖ Elixir of fire breath (Regional; DMG)

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

- ❖ Ring of climbing (Regional; DMG)
- ❖ Golembane scarab (Regional; 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

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