



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

A Nation Mocked: Relief Mission

A Regional Adventure

Set in Perrenland



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#

596 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Favour of the Svirfneblin:** Although they are currently homeless, the grateful svirfneblin are not without resources. They will provide two LG legal upgrades from the DMG to any weapon, suit of armour, or shield. The upgrades can both be on one item. The upgrades need not be done simultaneously. Alternatively, the svirfneblin will provide a +2 upgrade to a single stat boost item of the PCs choice, but this costs both upgrade favours. You must pay normal price for any upgrade.

☛ **Favour of the Khund:** Haig Righ Barandon is please. In recognition of your heroic deeds, the Dwur bards immortalise your name in song. You gain a +4 bonus to all Charisma-based checks when dealing with Khund in Perrenland. In addition, Barandon grants you access to any one item from the royal armoury. Currently, that means a +2 version of any weapon on table 7-5 in the PHB, or a +4 stat boost item. Cross off this part of the favour when used. The reputation bonus is permanent.

☛ **Aura of Madness:** You have a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until your itching insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*.

☛ **Blooded Hand:** A very bad but necessary thing has been done, and you are plagued by nightmares. Roll 1d10 at the start of every adventure. On a roll of 1 you start the adventure *fatigued*. For your determination in doing the deed you receive the Blessing of Zodal, who will grant you *one* spontaneous (free action) casting (by you or on you) of any spell with Healing in its descriptor. Cross out when this is used, as it takes away the nightmares (and the ongoing penalty) as well.

☛ **Heroic Deed:** You have managed to bring rescue, but at a cost, the svirfneblin have been slaughtered. Everyone is very understanding, but you have a -4 to all Charisma based checks with the Khund as they feel you have dishonoured them. The Hussen clan is both pleased and saddened by the return of their daughters. You gain full GP for the adventure and regional access to all the items on the AR.

☛ **Plaything of the Chasme:** After a month as the tormented plaything of the Chasme you have managed to escape recovering your items in the process. You have lost one permanent point of Constitution and 4 TUs in time.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Arrow of human slaying* (Adventure, DMG)
- ❖ *Shatterspike* (Regional, DMG)
- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Brooch of shielding* (Adventure, DMG)
- ❖ *Pearl of power (1st level)* (Adventure, DMG)

APL 6 (all of APL 4 plus the following)

- ❖ *Wand of cure moderate wounds* (Adventure, DMG)

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

- ❖ +2 *light crossbow* (Regional, DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ *Bag of holding (type II)* (Adventure, DMG)
- ❖ *Pearl of power (4th level)* (Adventure, DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ *Pearl of power (5th level)* (Adventure, 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 Item

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

I 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