



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

PER7-02 – Needle in a Haystack
A Regional Adventure
Set in Perrenland



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ 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 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

APL 12

max 1,575 xp; 3,300 gp

☛ **Favour of Jaan Slager & Kallis Thurmman:** You receive both Kallis and Jaan's eternal gratitude.

Kallis uses his influence within the Wildstriders on your behalf. You gain Regional access to Niesje's items, marked with a † below.

Jaan puts you in touch with his contacts in the Old Kerk. If you spend 4 TUs working for the Old Kerk or one favour or influence point of the Old Kerk, you gain Regional access to one of the following: *Armor of the Fallen Leaves* (MIC) or *Dawnstar* (MIC) or *Spear of Retribution* (MIC, replace all references to Gruumsh with Vathris).

☛ **Passed Over:** A superior officer has dragged your PC over the coals. Your next promotion requires either double the usual number of favours or double the time served. If you are already at the top rank then you have been demoted one rank instead: adjust your Military service record immediately.

☛ **Loss of Favour:** If you have an unused Perrenland regional favour, it has been cancelled. Choose the favour, and have the DM cross it out immediately.

☛ **Oath Bound:** You have made an oath to try and regain the honour of a dead soldier for his mother, and have failed to deliver on your promise. This may come back to haunt you later.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- Folding boat (Adventure; DMG)
- Exploding spike (Adventure; MIC) †
- Heward's fortifying bedroll (Adventure; CM) †
- Sleeping spike (Adventure; MIC) †
- Elven rope (Adventure; A&EG)
- Smuggler's boots (Adventure; A&EG)
- Springwall (Adventure; A&EG)

APL 6 (all of APL 4 plus the following):

- Field provisions box (Adventure; MIC) †

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

- Horizon Goggles (Adventure; CM) †
- Murderer's Gloves (Adventure; CM) †

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

- Immovable Rod (Adventure; DMG)
- Wilding Clasp (Adventure; MIC) †

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

- Ring of Evasion (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 Items _____

Subtract this value from your gp value

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

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