



This Record Certifies that

played by

Player

RPGA #

Has Completed
AHL4-02 Plagued Dreams
A Regional Adventure
Set in The Principality of Innspa



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#

594 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

Disfavour of the People of the Adri Forest:
You have released the Plague of the Third Season into the Adri Forest. Thanks to you, the Adri is now full of vicious night hags. The people of the forest will not look kindly upon you in the future. All favours you have with people, groups, or organizations in the Adri are voided. Once you do something that is of benefit to the people of the Adri Forest (i.e., you gain another Favour within the Adri), scratch off this disfavour.

Favour of Ploellin, Priest of Rao
Now that you have finally defeated his life-long nemesis, Nzevorikin, the old priest is very happy. He grants each of you a favour grating the holder a single spell, should he/she seek out the services of Ploellin in the city of Innspa.

This favour issues as follows: if one is used, Ploellin grants either a *cure light wounds* or a *bless water* spell, if two are used, he grants either a *cure moderate wounds* or a *delay poison* spell, and if three are used, he grants a *cure serious wounds* or a *cure disease* spell. No more than three can be combined together at a time.

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ *Potion of cure moderate wounds* (Adventure; CL 3rd; DMG)

APL 6 (All of APL 4 plus the following)

APL 8 (All of APL 4-6 plus the following)
❖ +2 full plate (Adventure; CL 6th; DMG)

APL 10 (All of APL 4-8 plus the following)
❖ +2 breastplate (Adventure; CL 6th; 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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL