



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
AHL7-01 – Wild Wuchernder Adri
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 _____



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 the People of Unterlind: Regional access to war mastiff (HoB 157), 250 gp. In addition, the folks of Unterlinden might be helpful during other scenarios set in the Adri.

Favor of Benno Berenos: Regional access to

- ☐ darkwood (DMG) and/or
- ☐ bronzewood (A&EG 18) armor spikes, daggers, darts, javelins, spears or
- ☐ general bronzewood (A&EG 18), depending on the found seeds/saplings. Please check which applies

Favor of Querca and Wortham: Regional access to a dire hawk (RW 189) as animal companion, familiar, or special mounts. Effective druid level for determining the animal's abilities is 6 less than the actual druid level. A character's needs to be 2 levels above the standard level at which the special mount is gained, must be Small sized and is treated as 2 levels lower for advancement of the mount. A character must have at least 7th arcane caster level, have a BAB of +7 AND take the Improved Familiar feat to take a dire hawk as a familiar.

Favor of the Spirit Wolves: If a character with this favor is stranded on another plane, the spirit wolves seek him out and guide him back to the material plane. This takes 4 TUs. This favor can only be used once.

Found a golden signet ring DD (15 gp). Only one player can leave the table with this item.

Favor of Querca and Wortham: They are willing to teach a druid how to wildshape into a dire hawk (RW 189).

Favor of the Adri Druids: Your interaction with the natural powers of the Adri has come to the notice of powerful druids. One of them is willing to provide you one time access to ONE of the following armor upgrades:

— acid, cold, lightning, fire or sonic resistance armor enhancement.

— wild armor.

Members of the following MOs get regional access to all these items: Freie Waldläufer des Adri and Kirche des Obad-hai.

Favor of Metine Wernick: This favor can be used to join the MO „Freie Waldläufer des Adri“ during this adventure or during any later regional adventure set in the Adri.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Cloak of elemental protection (Adventure; MIC)
- ❖ Divine scroll horrible taste (Adventure; SpC)
- ❖ Divine scroll summon undead I (Adventure; SpC)
- ❖ Divine scroll summon undead I with Rapid Spell (Adventure; CL 3; SpC)
- ❖ Divine scroll wall of smoke (Adventure; SpC)
- ❖ Pearl of power 1st (Adventure; DMG)
- ❖ Robe of bones (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Divine scroll summon undead II (Adventure; SpC)
- ❖ Divine scroll summon undead II with Rapid Spell (Adventure; CL 5; SpC)

APL 6 (all of APLs 2-4 plus the following)

- ❖ Circlet of persuasion (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following)

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