



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

AHL8-04 Brunnen in Flammen

A Regional adventure set in **the Principality of Innspa**



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____



Adventure Record#

598 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

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

The Oath to Anarkin: Once in a future adventure, Heironeous turns your failed saving throw into a successful one (cross off when used). If you ever use this favor, you must swear an oath to Anarkin to assist him in fighting Princess Karasin and help establish a new Almor.

Generous: You are widely known for your generosity (+1 to your 'Leader reputation' if you have Leadership). Beggars of Herbergsbad adore you and always help you to run from city guards (DM's call).

Close friend to Graulem: You gain access to the items marked with (G). You also lose all favors with the poor quarter of Herbergsbad. Graffiti denouncing you as "lackey of the despots" appears in the poor quarters.

Preparation for the revolution: You gain access to: *deathstrike* bracers and the *shadowstrike* weapon upgrade (All MIC). This also counts as an invitation to the "Aktionsfront Freies Almor" MO.

Secret mission VIII-D accomplished: You gain regional access to *chronocharm of the horizon walker* (MIC).

Promotion in the "Aktionsfront Freies Almor": Count how many Secret Missions you have accomplished (incl. in this adventure). 2 or more missions: You get promoted to "Cell leader". If you get caught being "Wanted in Ahlissa" and will be punished by "Death" you pay 20 TUs instead in which you get questioned by Innspa authorities. 3 or more missions: Your MO grants you access the duskblade class (PHB2)

Living by the law: You gain access to the items marked with (P). Also a street in the "Neustadt" of Innspa is renamed after you. The street sign turns into a prime target for rotten tomatoes, though.

Favor of the Swords of Justice: You gain access to the items marked with (K). This favor also counts as an invitation for the "Klingen der Gerechtigkeit" MO. If you own a *holy avenger* and it is ever destroyed, they will fix the sword for free once (cross off when used). If you are already a member of this MO, you gain Any access to the *sacred, sacred surge* and *holy surge* weapon properties (MIC).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2-6

- ❖ Amulet of retributive healing (Any; MIC; 2,000 gp)^K
- ❖ Bracers of accuracy (Any; MIC; 4,000 gp)^G
- ❖ Called armor upgrade (Any; MIC; +2,000 gp)^K
- ❖ Rod of bodily restoration (Any; MIC; 3,100 gp)^K
- ❖ Scroll of wall of good (Any; SC)^K
- ❖ Scroll of wall of law (Any; SC)^G
- ❖ Scroll of vortex of teeth (Any; SC)^P
- ❖ Stygian weapon upgrade (Any; MIC; +1)^P

APL 8-12 (all of APLs 2-6 plus the following)

- ❖ Boots of big stepping (Any; MIC; 6,000 gp)^K
- ❖ Desperation chain (Any; MIC; 15,000 gp)^P
- ❖ Force weapon upgrade (Any; MIC; +2)^G
- ❖ Rod of metamagic, maximized, lesser (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

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

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL