



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

PER7-04 – In the Court of the Famine Queen  
A Regional adventure set in Perrenland



#### Play Notes:

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

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

##### APL 10

max 1,350 xp; 2,300 gp

##### APL 12

max 1,575 xp; 3,300 gp

➤ **Clan Disfavour:** You have displayed an attitude which is the antithesis of your current clan philosophy. For the next year, you gain a -4 to all Charisma based checks when dealing with members of your own clan (or clan affiliation).

➤ **Thanks of Lord Boone:** Should you ever need it, Lord Boone will intercede and help you get out of trouble in Traft City – but only *once*. He will also intercede positively on your behalf should you ever require such mediation. This is *verbal* and *influential* help and does not extend to combat or equipment purchase aid.

➤ **Others before Self:** You have risked great danger to help others. For this selfless act, Cesarea Aaronfar grants you the benefits of both **Saved the Blighted** and **Destroyed the Crystalline Tree**.

➤ **Saved the Blighted:** You have saved the blighted; the Council of Traft is pleased with your help and grants you Adventure access to the following items from DMG and MIC, based on your APL:

APLs 2-12: bear helm, eyes of the eagle  
APLs 4-12: rod of viscid globs, wand of invisibility  
APLs 6-12: reins of ascension  
APLs 8-12: ring of arming  
APLs 10-12: amulet of emergency healing  
APL 12: quiver of energy [Any]

➤ **Destroyed the Crystalline Tree:** You have destroyed the crystalline tree; the Council of Traft is pleased with your help and grants you Adventure access to the following items from DMG and MIC, based on your APL:

APLs 2-12: acrobat boots, necklace of fireballs (type II)  
APLs 4-12: silkslick belt, wand of levitate  
APLs 6-12: gloves of manual prowess  
APLs 8-12: wilding clasp  
APLs 10-12: deathstrike bracers  
APL 12: lesser metamagic rod of reach

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2:

- ❖ Gauntlets of throwing (Adventure; MIC)

APL 4: Includes access to APL 2 items.

- ❖ Infinite scrollcase (Adventure; MIC)

APL 6: Includes access to APL 2-4 items.

- ❖ Scout's headband (Adventure; MIC)

APL 8: Includes access to APL 2-6 items.

- ❖ Sacred scabbard (Adventure; MIC)

APL 10: Includes access to APL 2-8 items.

- ❖ Runestaff of fire (Adventure; MIC)

#### 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