



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

PER7-08 – The Diadem of Kir-Russ, Part 3

A Regional adventure set in Perrenland



### Play Notes:

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

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #



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

APL 14

max 1,800 xp; 6,600 gp

☛ **Boonbane's Wrath:** Boonbane is now a +1 vicious cursed silver longsword that must draw blood when wielded, and cannot be put away or exchanged for another weapon until it has scored a hit. You may not rid yourself of the weapon without a wish or miracle.

☛ **Perren's Gift:** Choose any melee weapon to which you have Open access and any DMG melee weapon special ability with a +1 equivalency. Perren gives you (no cost) a silvered version of that weapon, marked with the coat of arms of the Voormann of Perrenland. You gain a +2 bonus to all Charisma-based skill checks involving Perren NPC's when you carry Perren's gift openly.

Weapon chosen: \_\_\_\_\_

☛ **Greatest Sacrifice:** Other people have a feeling of "wrongness" about you and find you disturbing, no matter what you do. You gain a +3 Circumstance bonus to Intimidate checks and suffer a -2 penalty to all other Charisma-based skill checks.

☛ **A Dreadful Deed:** You have wilfully committed an evil act. If you have a code of conduct forbidding such acts, you lose the associated class abilities until you atone.

☛ **Final Justice:** You have removed a great threat from Perrenland and weakened Oomkar Hus.

☛ **A Grateful Nation:** you have access to any two of the following benefits (circle your choices):

❖ regional access to purchase scrolls of any 2 (4 for members of the Old Kerk or Den Zaubur) of the following PH2 spells: *blessing of the righteous, chasing perfection, drifts of the shalm, halt, hesitate, linked perception, mark of doom, regroup, share talents.*

❖ regional access to craft and/or upgrade weapons and armour with any 2 (4 for members of the Auszug or Pax Mercuri) of the following DMG enhancements: *animated, bane (any), fortification (any), holy, mighty cleaving, returning.*

❖ 10 affiliation points with one law-abiding Perrenland metaorg.

❖ free luxury upkeep during Perrenland adventures.

❖ regional access to free castings of Open divine spells by priests of the Old Kerk (you must provide any material component and pay 5 GP per XP lost, if any).

☛ **Diadem Revealed:** You are honoured with a special medal, "Diadem Revealed", and the rank of Ritter (Knight) of Perrenland.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2 to 6:

- ❖ boots of speed (Adventure; DMG)
- ❖ mithral full plate (Adventure; DMG)
- ❖ ring of counterspells (Adventure; DMG)
- ❖ amulet of teamwork (Adventure; MIC)
- ❖ belt of growth (Adventure; MIC; limit 1)
- ❖ bracers of arcane freedom (Adventure; MIC; limit 1)
- ❖ brooch of stability (Adventure; MIC)
- ❖ reliquary holy symbol (any Old Kerk deity) (Adventure; MIC)
- ❖ talisman of undead mastery (Adventure; MIC; limit 1)
- ❖ winged clasp (Adventure; MIC)

APL 8 to 10 (all of APL 2-6 plus the following):

- ❖ Boccob's blessed book (Adventure; DMG)
- ❖ phylactery of undead turning (Adventure; DMG)
- ❖ strand of prayer beads, lesser (Adventure; DMG)

APL 12 to 14 (all of APLs 2-10 plus the following):

- ❖ +2 keen kama (Adventure; DMG)
- ❖ +1 frost sling (Adventure; DMG)
- ❖ ring of evasion (Adventure; DMG)
- ❖ winged shield (Adventure; DMG)

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

## 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

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

## 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