



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

PER8-02 – *The Greatest Show on Oerth*
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#

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

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Favor of Den Masque:** Den Masque is pleased with your assistance and behavior while traveling with them. They arrange for Regional access to purchase ONE of the following items, all from the MIC: *acrobat boots*, *belt of ultimate athleticism*, *boots of agile leaping*, *boots of jumping*, *chronocharm of the Laughing Rogue*, *gloves of manual prowess*, *hat of anonymity*, *mask of lies*, *sandals of springing*, *silkslick belt*, *wink brooch*. All items limited to ONE purchase.

☛ **Disfavor of Den Masque:** Den Masque is displeased with your behavior while traveling with them. They spread your bad reputation around Perrenland, causing you to suffer a -2 Circumstance penalty on all Diplomacy and Charisma checks to influence the attitudes of non-lawful Perrenland NPCs. Members of Den Masque are 'expelled' from the organization. They must spend 4 TUs developing a new Den Masque persona to retain their membership. Another secret that has to be kept.

☛ **Enlightened:** You have had direct contact with an enlightened being embodying the principles of good. This satisfies the special requirements for the Contemplative prestige class for any Good deity.

☛ **Lost Memory:** When the crystal sphere broke, you came into contact with water from the River Styx. You have no memory of your life, not even your name, although all your skills and abilities remain intact. Anything you learn about yourself from others will help you piece together your lost past. Your memories can be restored by any effect that can cancel the effect of a CL 9 *feeblemind*.

☛ **Crystal Sphere:** You have in your possession a crystal sphere approximately six inches in diameter containing water from the River Styx. It radiates as both Evil and Good.

☛ **Lock of Hair:** You gave Waldemar a lock of your hair. If he chooses to scry on you in the future, you suffer a -10 penalty on the saving throw to resist his attention.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ +1 flaming greatsword (Adventure; DMG; 8,350 gp)
- ❖ Arcane scroll of sending (Adventure; DMG)

APL 4 (all of APL 2, plus the following):

- ❖ Goggles of minute seeing (Adventure; DMG)
- ❖ Armband of elusive action (Adventure; MIC)

APL 6-8 (all of APLs 2-4, plus the following):

- ❖ Bracers of quickstrike (Adventure; MIC; limit 1)
- ❖ Ring of silent spells (Adventure; MIC; limit 1)

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