



This Record Certifies that

played by _____
Player _____ RPGA # _____

Has Completed
AHL4-01 Gnomes in the Bathhouse
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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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

☛ **Favour of the Gnomish Guild of Architects:** This Favour translates into the following: Once, you may buy any of the items normally reserved for members of the Guild (i.e., buy one of the items usually only open to members of this Meta-Organisation). These are: *belt of many pockets* (T&B), *breaker bottle* (S&S), *chime of opening* (DMG), *goggles of minute seeing* (DMG), *immovable rod* (DMG), *ring of jumping* (DMG), *rod of metal and mineral detection* (DMG), *wand: detect secret doors* (DMG).

The Favour can only be cashed in after playing a Regional or Meta-Regional adventure. This Favour has no expiry date, but can be used only once (i.e., for only one item). Once it is used, cross it off.

♥ **Brooch Made from Red Gold:** This is a small brooch made from red and gold, engraved with an ancient-looking family crest and a small red dagger etched into the brooch directly beneath the crest.

GP Value: 60 gp; Frequency: Adventure, only one player may leave the table with this item.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

❖ +2 hand crossbow (Adventure; CL 6th; DMG)

TU

Starting TU

1 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

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