



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Blazing Banner
A Regional Adventure
Set in The Free State of Onnwal



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd _____
- ☐ Was reincarnated _____

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 600 XP; 293 gp

APL 6

max 870 XP; 743 gp

APL 8

max 1,080 XP; 1,257 gp

❖ **Veneratios Agrias.** The dwur Gelewas of Vergannin - a follower of Clangeddin and one of the finest smiths ever to walk the Dragonshead peninsula forged this double-edged battle-axe over a century ago. Its original master was the Glaive Cohort Valdarn who distinguished himself by taking an arrow for his liege knight at the Siege of Irongate. Passed down through the years, the last descendant of Valdarn is thought to have died during the assault on the Bastion of the Golden Sun, meaning that the axe awaits a new bearer to wield it in an honourable cause. At APLs 4 and 6 Veneratios Agrias is a masterwork battleaxe. At APL 8 Veneratios Agrias is a +1 battleaxe.

Appearance: Veneratios Agrias (Ancient Oeridian for "Honour of the Axe") is engraved with the lightning bolt of Heironeous on one side of the axe head and the Sun of the Aerdy on the other. The hilt has written on in archaic golden script, "Unvanquished Even In Death."

❖ **Tome: The Murderous Flame.** The cover of this tome appears to be made from burnt and boiled flesh. Inside it appears to be written in a harsh and feral tongue.

❖ **Favour of House Maldrenn or Faskel.** This character has been granted one Regional Influence Point with House Maldrenn or Faskel. Delete as appropriate.

❖ **Favour of Duke Gellen or Baron Halrend.** This character has been granted one Regional Influence Point with Duke Gellen or Baron Halrend. Delete as appropriate.

❖ **Tome: The Axe and the Pillar.** A volume that details Azharadian's Pillar, a great stone large pillar erected by the Order on the site of Azharadian's death in the western Headlands. It is said that within this pillar lies his legendary battle axe, Bardinar. In happier times the Knightly Conclave was called on a grand pavilion outside the pillar.

❖ **Tome: The Virtues of the Ideal Warrior.** A large derivative volume of collected interpretations on the Strictures of Azharadian. Each of these essays details a particular knight's views and interpretations on the legendary General's work, including such luminaries as his own war captain Craylest Destron, and more recently Jian Relaster (a major contributor), Tiren Farness (whose essay is by far the longest) and Gellen Cadwale.

❖ **Unvanquished Even In Death.** For taking the Banner of Azharadian from Palim Destron, the last Glaive within the Bastion a part of his essence remains within you. You may use this essence once to push yourself to excel in combat.

The first time your hit point total is brought between 0 and -9, your body becomes charged with vigour, granting you a burst of reserve energy (PCs brought to -10 or fewer hit points die instantly). This manifests as a one-time +6 enhancement bonus to Constitution, which lasts for 10 rounds. This ability is lost if the wound that brings the PC between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Cross this off the Adventure Record immediately after use.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 and 6 (all of APL2 plus the following)

❖ **Veneratios Agrias** (Adventure; 3,10 gp; see above).

❖ **Tome: The Murderous Flame** (Adventure; 20 gp; weight 3 lbs.; see above).

❖ **Tome: The Axe and the Pillar** (Adventure; 75 gp; weight 3 lbs.; see above).

❖ **Tome: The Virtues of the Ideal Warrior** (Adventure; 50 gp; weight 3 lbs.; see above).

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

❖ **Veneratios Agrias** (Adventure; 2,310 gp; see above).

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

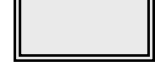
Starting TU

1 OR 2 TU

TU Cost

TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL