



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

PER7-07 – The Diadem of Kir-Russ, Part 2

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

☛ **Favor of Murgle:** The shopkeeper offers to make you some padded or leather armor. If you purchase the armor now (on this AR), Murgle will upgrade the armor to +1, +2, +3, or +4 and give you a 10% discount off the normal price. The armor will be ready to pick up in three ARs.

☛ **Lesmona's Prize:** This PC bathed in Lesmona's Fragrances and received the following "prize":

☛ **Have Your Cake And Eat It:** This PC ate either the biscuit or cake provided by the old man who says Oooo Ahhhh. For the rest of *this* adventure, and the *next* adventure, the PC gains a +5 Circumstance bonus on Caster Level checks.

☛ **Thanks of Hedonae:** For coming to her aid, and helping to heal her, you receive the Thanks of Hedonae, which grants you access to the Vaults of the Temple of Myrhiss. You gain Regional Access to all items in the *Items Found* section of this AR, regardless of APL played.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Necklace of Fireballs Type I (Adventure; DMG)
- ❖ Ring of Jumping (Adventure; DMG)

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

- ❖ Ring of Counterspells (Adventure; DMG)
- ❖ Wand of Cure Moderate Wounds (Adv., DMG)

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

- ❖ Ring of Mind Shielding (Adventure; DMG)
- ❖ Necklace of Fireballs Type III (Adventure; DMG)

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

- ❖ Ring of the Ram (Adventure; DMG)
- ❖ Circlet of Blasting (Adventure; DMG)

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

- ❖ Ring of Invisibility (Adventure; DMG)

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

- ❖ Ring of Blinking (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