



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
AHL7-02 – Ein gueldenes Herz
A Regional Adventure
Set in principality of Innspa



Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 1,350 xp; 1,300 gp
(338 xp; 325 gp)

APL 6

max 1,800 xp; 1,800 gp
(450 xp; 450 gp)

APL 8

max 2,250 xp; 2,600 gp
(563 xp; 650 gp)

APL 10

max 2,700 xp; 4,600 gp
(675 xp; 1,150 gp)

APL 12

max 3,150 xp; 6,600 gp
(788 xp; 1,650 gp)

APL 14

max 3,900 xp; 13,200 gp
(900 xp; 3,300 gp)

Favor of the Elves of the Adri:

(1) The characters have succeeded in their mission. Therefore, the elves give them one-time access to **one** of the following: *belt of many pockets* (CA), *boots of striding and springing*, *eyes of the eagle*, *quiver of Ehlonna*, *stone of good luck*.

(2) The characters also brought back the scroll to Alostyn undamaged. For this, they gain access to **one** of the following:

- one shield, suit of armor, or weapon made from mithral or darkwood, crafted by Darsillas;
- one masterwork elvencraft composite longbow or shortbow with any strength-rating, crafted by Taralan;
- two core spells from the school of abjuration, divination or enchantment from Alostyn's spellbook up to 8th-level.

(3) Members of the Community of the Falcon gain regional access to **all** items in (1), and the benefit of (2) **twice**.

(4) Members of the elven churches in the Adri gain regional access to **all** items in (1).

Disfavor of the Elves of the Adri: The character has upset the elves of the Adri. Therefore, he loses all favors linked to elves or elven organizations in the Adri. He can't be a member of any elven organization in the Adri anymore, or become one in the future.

Event: _____ **Date:** _____

DM: _____
Signature _____ RPGA # _____

Vision of the City: The character has had a vision of the City of Summer Stars. This may have consequences in later scenarios.

Vision of Hanali Celanil: This counts as access to the Contemplative prestige class of Hanali Celanil.

Arcane Laboratory: With some research (1 TU), they can get access to the limited spell *ray of clumsiness* (SC).

Friendship of a Pixie: This Favor can negate a Disfavor from Fey of the Adri or may have consequences in later scenarios.

Curse of the Ghost of the Forest: The character has been cursed for his actions and now suffers a -1 penalty to all skill checks, attack rolls and damage rolls made within the Adri. The curse can be removed by a good-aligned cleric of at least level 13 with an **atonement** spell.

Moonstone: The character has discovered a *moonstone*. It looks like a marbled white pearl that radiates moderate magic (of no discernible school). This has no further effect right now, but may hold unknown potential for the future. Only one good-aligned character at the table can get the moonstone (others cannot). If the character changes his alignment, the *moonstone* disappears.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ arrows, dragonsbreath (Regional; RW)
- ❖ boots of elvenkind (Regional; DMG)
- ❖ cloak of elvenkind (Regional; DMG)
- ❖ pearl of power 1st level (Regional; DMG)
- ❖ scroll of false life (Adventure; SC)
- ❖ scroll of greater mage armor (Adventure; SC)

APL 6 (all of APL4 plus the following)

- ❖ pearl of power 2nd level (Regional; DMG)
- ❖ scroll of orb of force (Adventure; SC)

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

- ❖ pearl of power 3rd level (Regional; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ pearl of power 4th level (Regional; DMG)
- ❖ scroll of anti-magic field (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ pearl of power 5th level (Regional; DMG)
- ❖ scroll of insanity (Adventure; DMG)

APL 14 (all of APLs 4-12 plus the following)

- ❖ +1 bane (human) wounding dagger (Adventure; DMG)
- ❖ +1 mithral full plate (Adventure; DMG)
- ❖ pearl of power 6th level (Regional; DMG)
- ❖ scroll of mind blank (Adventure; DMG)

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

2 or 3 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