



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Furgotten Business
A Regional Adventure
Set in Perrenland



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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

❖ **Vosserkat Cloak:** This fine cloak counts as a masterwork tool for hiding, giving a +2 circumstance bonus to the check. Possession of a cloak shifts all Vosser reactions to unfriendly and gives a -4 circumstance penalty to charisma-based checks. These penalties are increased to -6 if the wearer of the cloak is also a member of the Vosser clan. Wearing the cloak will cause members of the Roodberg clan to admire the wearer, shifting the Roodberg reaction by one category in the positive direction (unfriendly to indifferent etc), and giving +4 circumstance bonus to charisma based checks.

Market Price: 250 gp; Weight: 1 lb.

❖ **Lance of the Last Rider:** Whenever the wielder of this +1 lance charges a mounted foe from the back of a steed, the weapon allows a free bull rush attempt on a successful hit. If the bull rush attempt succeeds, the enemy rider moves back but the enemy's mount stays where it is.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, bull's strength, Price 8,306 gp; Cost 4306 gp + 320XP. (From *Complete Warrior*, page 135)

❖ **Favour of Ranholm Galmagire:** As a favour for rescuing his son, the PC gains regional access to the magical items being sold at Denzheim's, which is now called Calanor's. (Items marked with an *) Cross off the Adventure access to Denzheim's magic items on AR. The PCs also get a one-time discount of 20% on a single item from this list. Cross off this favour when used.

❖ **Ire of Ranholm Galmagire:** Because of the death of his son, which the Ranholm blames (rightly or wrongly), you for all life style costs and item purchases in Traft costs an extra 25% for one calendar year. Cross off regional access for Denzheim's magic items on AR (marked with an *).

❖ **Choker of Eloquence:** Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. The *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. The *greater choker of eloquence* increases the bonus to +10.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, creator must be a spellcaster of 6th level; Market Price: 6,000 gp (lesser), 24,000 gp (greater); Weight —. (From *A&EG*, modified to v.3.5 rules)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Vosserkat cloak (Adventure, see above)
- ❖ Brooch of shielding (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ Lesser choker of eloquence (Adventure/Regional, 6,000 gp, Arms and Equipment Guide)*
- ❖ Boots of the winterlands (Adventure/Regional, DMG)*

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

- ❖ Greater choker of eloquence (Adventure/Regional, 24,000 gp, Arms and Equipment Guide)*
- ❖ Lance of the last rider (Adventure, Complete Warrior)

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

- ❖ Boots of levitation (Adventure/Regional, DMG)*
- ❖ Bracers of armor +2 (Adventure, DMG)

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

- ❖ Bracers of armor +3 (Adventure, DMG)
- ❖ Amulet of mighty fists +1 (Adventure, DMG)

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

- ❖ Full plate +2 (Adventure, DMG)
- ❖ Large studded leather barding +2 (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 Item _____

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

I 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