



This Record Certifies that

played by _____

Player

RPGA # _____

Has Completed

Bierselig

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 _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

594 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 2

max 900 XP; 950 gp

APL 4

max 1,350 XP; 1,300 gp

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

Favour of the Church of Zilchus

You have earned the favour of Zilchus. It is equal to one Influence Point with the priesthood. It can be cashed in for the casting of a 1st-level spell, or several favours may be pooled together for a more powerful spell.

(If the antidote is not brought back by the PCs, cross it off.)

Favour of Bandrian

For saving Bandrian from the plague, the characters receive a Favour from the priest. This Favour grants the holder a single spell, should he/she seek out the services of Bandrian in Innspa.

(If Bandrian could not be saved by the antidote, cross it off.)

Amulet of the Sun Father

This bronze amulet depicts the Sun Father protecting innocents against a horde of evil monsters. On command, this amulet grants the effects of a *magic circle against evil* spell; it has a limited number of charges. A brand new Amulet can be used a total of twelve times before it becomes useless.

Faint abjuration; Craft Wondrous Items, *magic circle against evil*, CL 5th; Price 3600 gp. (charges as given for APLs)

Favour of the Poor Quarters

This Favour will be useful in further adventures with residents of the poor quarters in Innspa. They remember what your character did, and are willing to do you a favour in the future.

(if the PCs does not insist that the cure is distributed equally among the citizens of Innspa., cross it off.)

Disfavoured by the Church of Pelor:

The PC is now disfavoured by the church of Pelor in Innspa. This may affect future scenarios. The player must inform PC priests of Pelor, he is playing with in future scenarios of this disfavour, because his name and description are passed on.

(If the character did not steal from the goods, cross this off.)

Bandrian's Coin

On one side, this gold coin depicts a tiny image of Zilchus, the other is adorned with his holy symbol, hands clutching a bag of gold. Once per day on command, this coin grants its possessor the effect of the spell *guidance*. It has no other powers.

Faint divination; CL 1st; Craft Wondrous Items, *guidance*, Price 360 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ wand of false life, 9 charges (Region, CL 3rd, 810 gp, DMG)
- ❖ eyes of the eagle (Region, CL 3rd, DMG)
- ❖ elixir of sneaking (Region, CL 5th, DMG)
- ❖ silversheen (Region, CL 5th, DMG)
- ❖ Bandrian's coin (Adventure, CL 1st, 360 gp, see above)
- ❖ amulet of the Sun Father; 3 charges (Adventure, CL 5th, 900 gp, see above)

APL 4 (All of APL 2 plus the following)

- ❖ Quaal's feather token, swan boat (Region, CL 12th, DMG)
- ❖ amulet of the Sun Father; 5 charges (Adventure, CL 5th, 1500 gp, see above)

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

- ❖ wand of Melf's acid arrow, 7 charges (Region, CL 3rd, 630 gp, DMG)
- ❖ pearl of power (I) (Region, CL 17th, DMG)
- ❖ amulet of the Sun Father; 7 charges (Adventure, CL 5th, 2100 gp, see above)

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

- ❖ +1 flaming bolts (4) (Region, CL 10th, DMG)
- ❖ amulet of the Sun Father; 9 charges (Adventure, CL 5th, 2700 gp, see above)

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

- ❖ +2 banded mail (Region, CL 6th, DMG)
- ❖ +2 breastplate (Region, CL 6th, DMG)
- ❖ thundering morningstar +1 (Region, CL 5th, DMG)
- ❖ rod of metamagic, extend. lesser (Region, CL 17th, DMG)
- ❖ amulet of the Sun Father; 11 charges (Adventure, CL 5th, 3300 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

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