



This Record Certifies that

Played by

Player

RPGA #

Has Completed
AHL6-03 Harfenspiel
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

Favor of the Merchant's Guild: You receive one Influence-Point with the "Kaufmannsgilde von Jennden (M.A.F.J.A.H)" MO. Alternatively you can join this MO for free (instead of paying 100 gp). If you are already a member your MO will assist you with their snitchers in the future. Gain +15 on Gather Information checks up to three times in Innspa and its provinces (score through when done). [] [] []

Favor of the Bloodhounds: You won the gratitude of the Bloodhounds. This favour counts as an invitation to the Bloodhound MO. If you are already a member the MO thanks you for your efforts, gives you a free small guard dog (PHB) and grants you access to: masterwork gnome swordcatcher (size S and M) (RS), *merciful weapon* enhancement.

Gratitude of Graulem of Attir: You won the gratitude of the rulers of Innspa. You will be remembered favorably in the future. You receive one Influence Point with Graulem of Attir.

Gratitude of Count Myrak of Jennden: The ship arrived in Nannonshaven. Count Myrak is very thankful that you helped establish the trade route on the Harp River. You receive one Influence Point with Count Myrak of Jennden.

Beware the Tools of Tyranny: You caught the attention of the "Aktionsfront Freies Almor". This favor counts as an invitation to the "Aktionsfront Freies Almor" MO. But you still have to pass an initial test with one of their leaders. Please contact e.ebroer@livinggreyhawk.de for further informations. If you are already a member you are granted the title "Freedom Fighter 1st class" and gain access to the following Feat: Heroic Destiny (RoD)

Old Flag of Almor: You found an old battered flag of Almor predating Nyronds occupation of the country. It depicts the coat of arms of Almor: a yellow sun on red background above blue battlements. There's a big dried blood spot on the flag. Only one character at a table may keep this.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Quaal's feather token (whip) (Adventure; DMG)

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

- ❖ +1 mithral shirt (Adventure; DMG)
- ❖ Large club (Adventure; PHB)
- ❖ Large masterwork banded mail (Adventure; PHB)
- ❖ Potion of shield of faith +4 (Adventure; DMG)
- ❖ Ring of swimming (Adventure; DMG)
- ❖ Water elemental gem (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