



This Record Certifies that

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Regicide*  
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 4

max 660xp; 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

☛ **Traitorous Reputation:** The character has been deemed guilty in the court of public opinion of some unforgivable offence. The character loses all ranks or positions of authority held in regional organisations where respect of the law is necessary. In addition the character suffers a -4 penalty to all Charisma-based skill checks when dealing with law-abiding citizens of Perrenland.

☛ **Bathed in Evergold:** You have bathed in the divine lake Evergold gaining a +4 sacred bonus to Charisma for the next 3 scenarios this PC plays.

☛ **Curse of the Fey:** You have intruded into a sacred burial ground of Fey. Ignorance of your actions has not spared you this curse. During the first combat round of any encounter in any scenario there is a 10% chance that you will be affected by a symbol of Fear for 4 rounds (see DMG page 290). It requires a willpower save DC18 to avoid this effect if it is activated. It will require 1TU worth of penance and 2000gp worth of gifts to a temple of Corellon Larethian to remove this curse.

☛ **Curse of Das Bruin:** The Grove, Voice and Shool have found out you have killed Das Schwarzenbruin. For this worst of crimes you have lost all influence and favors you have gained from any Perrenland regional adventure. Furthermore you are exiled from your clan if you belonged to one, and are considered to be Oorkast. Your membership to such meta-orgs as the Auszug, Old Kerk or Pax Mecuri is also revoked. You must pay 1 additional TUs to play regional Perrenland adventures with this PC from now on.

☛ **Bildgear's Special Thanks:** For delivering Arnhof alive to Bildgear you have received his special thanks.

☛ **Gratitude of the Grove/Voormansgardt:** Your organisation has recognised your careful work within the Castle of Dian. For this, you have been granted the privilege of bathing in the divine lake Evergold (see above) once next game year at the time of your choosing. Mark below the AR number in which this benefit begins.

AR Number \_\_\_\_\_

TU

Starting TU

1 or 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Heward's Handy Haversack (adventure, DMG)
- ❖ Ring of protection +2 (adventure, DMG)
- ❖ longsword +2 (adventure, DMG)
- ❖ brooch of shielding (adventure, DMG)
- ❖ +2 long composite bow (+2 Str) (adventure, DMG)
- ❖ wand of magic missiles (adventure, 5th level caster, DMG)
- ❖ +2 arrows (adventure, DMG)
- ❖ Keoghtom's Ointment (adventure, DMG)
- ❖ breastplate +2 (adventure, DMG)
- ❖ longspear +2 (adventure, DMG)
- ❖ mithril chainshirt +2 (adventure, DMG)

APL 6: (all of APL 4 plus the following)

- ❖ Mantle of Faith. (adventure, DMG)

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

- ❖ chainshirt +2 (adventure, DMG)
- ❖ ring of protection +3. (adventure, DMG)

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

- ❖ Wand of magic missiles (adventure, 7th level caster, DMG)
- ❖ Ring of Evasion. (adventure, DMG)

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

- ❖ longsword +3 (adventure, DMG)
- ❖ +3 long composite bow (+2 Str) (adventure, DMG)
- ❖ wand of magic missiles (adventure, 9th level caster, DMG)
- ❖ +3 arrows. (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