



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

PER7-06 – The Diadem of Kir-Russ, Part 1

A Regional adventure set in Perrenland



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #



Adventure Record#

597 CY

ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

☛ **Friendship of the Swabbonwalders:** You have befriended the nixies that dwell beneath the waters of Lake Quag. You gain a +2 circumstance bonus to Charisma-based skill checks with non-evil fey creatures and any members of the Old Kerk. You also gain Regional access to the Mask of the Swabbonwalders (see below).

☛ **Mask of the Swabbonwalders:** This mask fits over the eyes and nose, taking up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* 2/day and *endure elements* 1/day. This effect can be shared with familiars and animal companions. Someone else can also speak the command word and activate the mask once it is donned. Weak transmutation and abjuration, CL 6th; Craft Wondrous Item, *water breathing*, *endure elements*; Price 13320gp

☛ **A Captain's Sacrifice:** Your willingness to risk your own ship for this mission has not gone unnoticed. The Voormann has commissioned a new vessel to be built (at no cost to you) to replace your lost ship upon completion of PER7-08 *The Diadem of Kir-Russ, Part 3* – a vessel that is one size category larger than your previous ship.

New Ship Type: _____

☛ **Gratitude of the Voormann:** For undertaking a mission of great importance and danger you are rewarded for your bravery and selflessness. Although this mission must remain a secret for the moment, your devotion to the nation of Perrenland has been noted. You may use this favour upon completion of PER7-08 *The Diadem of Kir-Russ, Part 3* to gain access to the nation's magical stores. In game terms you gain Regional access to purchase one non-restricted item from the DMG up to a value of 25,000gp.

Item Chosen: _____

☛ **Braving the Storm:** Through your encounter with the great maelstrom, one of the most powerful forces of nature on Oerth you have gained a glimpse of your own mortality. One time in the future you may use this insight to gain a +10 bonus to any one saving throw that would result in your death. You may use this favour retroactively, upon learning the consequences of a failed saving throw.

☛ **Wizened Oak Effect:** This effect lasts for the next 3 ARs.

Effect: _____

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Cloak of Elemental Protection (Adventure; MIC; limit 1)
- ❖ Healing Belt (Adventure; MIC; limit 1)
- ❖ Inquisitor Bracers (Adventure; MIC)

APL 4 (APL 2 plus):

- ❖ Ring of Counterspells (Adventure; DMG)

APL 6 (APL 2 – 4 plus):

- ❖ Metamagic Rod of Silent, Lesser (Adventure; DMG)
- ❖ Dispelling Cord (Adventure; MIC; limit 1)

APL 8 (APL 2 – 6 plus):

- ❖ Helm of Comprehend Languages and Read Magic (Adventure; DMG)
- ❖ Incense of Meditation (Adventure; DMG)

APL 10 (APL 2 – 8 plus):

- ❖ Angelhelm (Adventure; MIC)
- ❖ Pearl of the Sirines (Adventure; DMG)

APL 12 (APL 2 – 10 plus):

- ❖ Ankh of Ascension (Adventure; MIC; limit 1)
- ❖ Plate Armor of the Deep (Adventure; DMG)
- ❖ Ring of Minor Fire Resistance (Adventure; DMG)
- ❖ Brooch of Shielding (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

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL