



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed  
**PER8-01 – Waves of Tidal Fury**  
A Regional adventure set in **Perrenland**



### Play Notes:

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



Adventure Record#

**598 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

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

☛ **Gratitude of the Pirates:** At any time in the future, you may spend 4 TUs to visit the pirates; you subsequently gain access to the Scarlet Corsair prestige class (Sto 65), as the pirates spread word of your competence. This fulfils the "Must have established reputation as a fearsome pirate" requirement of the class. You also gain access to the Curling Wave Strike (Sto 92) and Toothed Blow (Sto 94) feats as you train with the pirates in their hidden town.

☛ **Favour of the Auszug:** If you spend 4 TUs to stay in Meerstadt and learn from the Zee Auszug there, you gain access to the Steam Magic (Sto 93) and Aquatic Shot (Sto 90) feats, access to sea lion, seal, snapping turtle, dire eel or sea snake as an animal companion (Sto 51) and regional access to Tricorn Hat, Float Bladder, Oilskin suit (Sto). Any member of any Auszug, Landwehr or Pax Mercuri can instead spend a Favour they have with the Perrenland military (Auszug, Landwehr, etc) to ignore the 4 TU cost.

☛ **A Good Word:** The Zee Auszug has put in a good word for you, in view of the service you performed for them this day. This counts as a Perrenland military favour for purposes of promotions.

☛ **Sereken's Spellbook:** You have found Sereken's Spellbook, after defeating the vile necromancer.

### APL 2 and 4

2<sup>nd</sup> – false life, Melf's acid arrow, darkway (SpC)

1<sup>st</sup> – mage armor, magic missile, hail of stones (SpC), blockade (CS)

0<sup>th</sup> – acid splash, detect magic, read magic, touch of fatigue

Cost: 625 gp.

### APL 6

All of the above, plus:

3<sup>rd</sup> – greater mage armor (SpC), vampiric touch

2<sup>nd</sup> – enlarge weapon (CS), swim (Sto)

1<sup>st</sup> – lesser acid orb (SpC), wave blessing (Sto)

Cost: 1,225 gp.

### APL 8

All of the above, plus:

3<sup>rd</sup> – fireball, deeper darkvision (SpC)

2<sup>nd</sup> – torrent of tears (CM)

Cost: 1,625 gp.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 2:

- ❖ amulet of aquatic salvation (Adventure, MIC; limit 1)
- ❖ armband of elusive action (Adventure, MIC; limit 1)

### APL 4 (all of APL 2 plus the following):

- ❖ wand of magic missiles (CL 3) (Adventure, DMG)
- ❖ acrobat boots (Adventure, MIC; limit 1)

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

- ❖ +1 wounding dagger (Adventure, DMG)
- ❖ artificer's monocle (Adventure, MIC)
- ❖ ring of counterspells (Adventure, DMG)
- ❖ wand of magic missiles (CL 5) (Adventure, DMG)

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

- ❖ headband of the lorebinder (Adventure, MIC)
- ❖ wand of magic missiles (CL 7) (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