



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
The Prisoner

A Meta-regional Adventure
Set in The United Kingdom of Ahlissa



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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 400 gp

APL 4

max 675 XP; 600 gp

APL 6

max 900 XP; 800 gp

APL 8

max 1,125 XP; 1,250 gp

APL 10

max 1,350 XP; 2,100 gp

➤ **Wanted In Ahlissa:** This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including any favours gained in *Legacy of Madness*. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

➤ **Wand of lesser restoration [10 charges]:** Crafted from black wood and engraved with several magical glyphs of healing. When the command word is spoken, its tip starts to glow with a gentle golden light. When all charges are used, the wand shatters into fine splinters. This wand costs 900 gp.

➤ **One Favour with the Church of Trithereon:** This favour can be spent at any temple of Trithereon within the Splintered Sun Region. The exact effects depend on the region; contact the local triad for details.

➤ **One time Reward by Hazendel/Furgern:** As a reward for freeing Furgern, an old friend of Hazendel, they introduce you to several master craftsmen of their respective races. This favour must be used to gain access to purchase one of the following items. It can be used only once. The item does not have to be bought immediately. The exact item depends on the APL at which the scenario is played (of course, items of a lower APL can be bought instead):

APL 2: Darkwood buckler; darkwood shield; mithral heavy shield; *bracers of armour* +2; standard armour up to +2 enhancement (including special armour mentioned in this favour).

APL 4: Mithral shirt; *cloak of elvenkind*; *boots of elvenkind*.

APL 6: *Elven chain*; *cloak of resistance* +2; *bracers of armour* +3.

APL 8: *Cloak of resistance* +3

APL 10: Dwarfven plate; mithral full plate; *belt of dwarfvenkind*; *bracers of armour* +4.

➤ **Order of the Bronze Sun:** As a reward for freeing a group of slaves, Hazendel has awarded you with the Order of the Bronze Sun. This counts as 1 favour with Hazendel (to be used within Sunndi) and a recommendation for the Sunndian army.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ *Wand of magic missile* [25 charges] (Adventure; CL 1st; see DMG)

❖ *Wand of lesser restoration* [10 charges] (Adventure; CL 3rd; see above)

APL 4 (all of APL2 plus the following)

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

❖ *Cloak of elvenkind* (Adventure; CL 3rd; see DMG)

❖ *Stone of alarm* (Adventure; CL 3rd; see DMG)

❖ *Wand of magic missile* [25 charges] (Adventure; CL 3rd; see DMG)

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

❖ *Potion of cure serious wounds* (Adventure; CL 5th; see DMG)

❖ *Scroll of cure critical wounds* (Adventure; CL 7th; see DMG)

❖ *Scroll of confusion* (Adventure; CL 7th; see DMG)

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

❖ *Amulet of health* +2 (Adventure; CL 8th; see DMG)

❖ *Cloak of resistance* +2 (Adventure; CL 5th; see DMG)

❖ *Gloves of dexterity* +2 (Adventure; CL 8th; see DMG)

❖ *Full plate* +2 (Adventure; CL 6th; see 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 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