



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
A Nation Mocked – Part 2
A Regional Interactive 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 2

max 225xp; 225gp

APL 4

max 337xp; 325gp

APL 6

max 450xp; 450gp

APL 8

max 562xp; 650gp

APL 10

max 675xp; 1,150gp

APL 12

max 787xp; 1,650gp

☛ Favor of the Monastery of St Cuthberts

For saving the Monastery of St Cuthberts from destruction you have been awarded the Favor of the Monastery. At the start of any Perrenland regional adventure (including interactive) this PC may request for the favor of the Monastery to be bestowed. The PC may request a scroll of any clerical spell up to 6th level from the Players Handbook. This should be recorded on the AR of the PC. Once this favor has been used it should be crossed off.

☛ Veteran of the Kershane Pass Campaign

Your PC has survived and foiled the machinations of Iuz and his mother Iggitwil to join their forces together by capturing the Kershane Pass and the vital strategic position of the Monastery of St Cuthberts. As a result you have received the special campaign badge of the campaign. When worn openly this badge conveys a +2 morale bonus to diplomacy and gather information skill checks when dealing with Perrenders of non-evil alignment.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

ALL APLs

- ❖ *Potion of Barkskin* +5 (Adventure, 12th level caster, DMG).
- ❖ *Ring of Feather Falling* (Adventure, DMG)
- ❖ *Vest of Resistance* +2 (Adventure, DMG)
- ❖ *+1 Heavy Steel Shield of Blinding* (Adventure, DMG)
- ❖ *Boots of Speed* (Adventure, DMG)
- ❖ *Potion of good hope* (Regional, DMG)
- ❖ *Greatsword* +2 (Adventure, DMG)
- ❖ *Scroll of Consecrate* (Adventure, 3rd level caster, DMG)
- ❖ *Wand of Animate Dead* (Adventure, 5th level caster, DMG)
- ❖ *Wand of Cure Moderate Wounds* (Adventure, DMG)
- ❖ *Horn of Fog* (Adventure, DMG)
- ❖ *Staff of Fire* (Adventure, DMG)
- ❖ *Vest of resistance* +2 (Adventure, DMG)
- ❖ *Bead of Force* (Adventure, DMG)
- ❖ *Chime of Opening* (Adventure, DMG)
- ❖ *Ring of Minor Energy Resistance* (any except sonic) (Adventure, DMG)
- ❖ *+3 Heavy Flail* (Adventure, DMG)
- ❖ *+3 Breastplate of Light Fortitude* (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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL