



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

URC8-03— Leviathan Rising

A one-round regional adventure set in the County of Urnst



#### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Adventure Record#

598 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

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; 6,600gp

APL 16

max 2,025XP; 9,900gp

Record Holder: You currently hold the Rhyndmarsh drinking record. You went \_\_\_\_\_ rounds! You have earned the locals' admiration and qualify for the Drunken Master prestige class.

Curse of Obed Maarten: You are now cursed. Whenever you are on or in a large body of water, you always fail the first saving throw caused by an enemy during an adventure. This does not expire.

Thanks of the Three: Once, as a standard action that does not provoke AoOs, you may call upon Osprem, Procan or Xerbo to receive the benefits of a water walk spell (CL5<sup>th</sup>). Cross off once used.

Thanks of the Church of Xerbo: The Church give you regional access to the items marked #.

Hero of the Mysty Isles: This distinction has three effects.

- You have free Rich upkeep for any adventure set in the Mysty Isles.
- Any non-evil inhabitant of the Mysty Isles has an initial reaction of Friendly toward you.
- Grants you a Coral Necklace: This non-magical necklace grants you a +2 sacred bonus on Profession (sailor, boater) or Swim check. May only be used by recipient. Value: ogp.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APLs 8-10

- ❖ # Wand of fog cloud (CL2nd; Adventure; DMG)
- ❖ # Wand of monster summoning III (aquatic creatures only) (CL5th; Adventure; DMG)
- ❖ # Wand of obscuring mist (CL1st; Adventure; DMG)
- ❖ # Wand of sanctuary (CL1st; Adventure; DMG)
- ❖ # Wand of water walk (CL5th; Adventure; DMG)
- ❖ # Wand of water breathing (CL5th; Adventure; DMG)

#### APLs 12-16 (all of APLs 8-10 plus the following)

- ❖ +1 large longspear (Adventure; DMG)
- ❖ large shortspear (Adventure; PHB)
- ❖ +2 large chain shirt (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

O 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