



This Record Certifies that

Played by

Player

RPGA #

Has Completed  
URC6-06 Enemy of My Enemy  
A 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

Home Region

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



Adventure Record#

596 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

❖ **Jailed for Treason:** You have angered Lord Underley because you attacked the delegate from UnderOerth. You spend 10 in jail for treason.

❖ **Thanks of Lord Underley:** This influence point can be used as an influence point or to get access to upgrade any standard stat boost item by +2 (+2->+4 and +4->+6). The upgraded item must also be found in the DMG. Cross off once used.

❖ **Disfavor of Lord Jacobis Underley:** You failed in your mission to bring back the Contessa's murderers. Cancel out any favors you have with Lord Underley. In addition, you suffer a -4 penalty to all rolls dealing with the Underley family and all Underley Network Agents. If any favors you had gave you social bonuses to dealing with nobles of the County, these favors are now cancelled. If you belonged to the Underley network, your membership revoked immediately. You can never join or rejoin the network.

❖ **Favor of the Desmodu:** You were offered items for trade (breathing mask, wire cable, cables pool, frostfire, blade fire (All items can be found in the Arms and Equipment Guide) from the Desmodu. (Usable this AR only, may only trade, not pay in gold.)

❖ **Enmity of the Desmodu:** You were directly responsible for the death of a Desmodu youth. Any future contact with the Desmodu by you will result in a Hostile attitude by them.

❖ **Failure to Contact the Desmodu:** Because of your failure to act, a Desmodu youth died. Any future contact with the Desmodu by you will never result in a better than Indifferent attitude.

❖ **Favor of the Teken'afin House:** For giving up the assassins to Shi'raena, you have been favorably noticed by the House of Teken'afin. You have access (Adventure) to the following items: elven chain mail, boots of elvenkind, cloak of elvenkind at the standard cost from the DMG. These items are of obvious Drow make and carry a -4 social penalty to any elf (except Drow) while wearing these items.

❖ **Slave of the House Teken'afin:** You were taken alive as a slave into the pits of House Teken'afin. You spent 20TUs there as a slave before being released. Unless you are immune to fear, anytime you face Drow, you take a -2 morale penalty to attacks, this penalty increases to -5 if you are facing members of House Teken'afin OR priestesses of Lolth. On the plus side, you gain a +2 circumstance bonus to all knowledge checks related to the Drow.

❖ **Enmity of House Teken'afin:** Your name and description are known. Members of this house who meet you focus their attacks on you first.

❖ **Favor of the Applebee Halfling Community:** This favor gives you One Influence point with all Applebee Halflings.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2 and 4:

❖ Safewing emblem (Adventure, RotW; 250 gp)

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

❖ Ring of protection +2 (Adventure, DMG; 8,000 gp)

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

❖ Ring of protection +3 (Adventure, DMG; 18,000 gp)

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

❖ +1 Spiked chain; human bane, wounding (Adventure, DMG; 32,328 gp)

❖ +4 Belt of Giant Strength (Adventure, DMG; 16,000 gp)

❖ Ring of protection +4 (Adventure, DMG; 32,000 gp each)

❖ Headband of intellect +4 (Adventure, DMG; 16,000 gp each)

❖ Banded Mail of Luck (Adventure, DMG; 18,900 gp)

❖ Animated mithral heavy steel shield +1 (Adventure, DMG; 10,170 gp);

❖ Periapt of wisdom +4 (Adventure, DMG; 16,000 gp)

#### APL 12 (all of APLs 2-10 plus the following):

❖ Ring of protection +5 (Adventure, DMG; 50,000 gp)

❖ Cloak of charisma +6 (Adventure, DMG; 36,000 gp each);

### 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 Item

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

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