



This Record Certifies that



Play Notes:

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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by

Player

RPGA #

Has Completed
URD4-04 Water Stilled
A Regional Adventure
Set in the Duchy of Urnst

Event: _____ Date: _____

DM: _____

Signature

RPGA #

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

Cross off all items NOT found or earned.

• Influence with Ellis Lorinar – For helping Ellis Lorinar in his mission, the Administrator pulls some strings on your behalf. This can either be used as (1) two influence points from a noble house for the purposes of qualifying for meta-orgs, or (2) a free upgrade from Standard to Luxury lifestyle on any three Regional modules set in the Duchy of Urnst. The DM voids this favor once it is used.

• Favor of Ellis Lorinar – For helping Ellis Lorinar to achieve a spectacular come-from-behind victory, he puts his personal smith at your disposal. You may use this favor to buy, at standard prices, any one of the following upgrades to a suit of armor or a shield: upgrade from +1 to +2, glamered, shadow, or blinding.

• Enmity of Xarashanamayar – The Chancellor is furious with the PC for tampering with his box. If the character played URD3-05 Plague of Rage and has the favor "Ellis Lorinar pulls some strings", the DM voids it immediately. The character can never gain another favor from Xarashanamayar.

• Favor of Markessa the Green – The rogue Slave Lord has taken an interest in this character, and will indirectly provide assistance in the future. What form this assistance will take is unknown by

all but Markessa the Green.

• Favor of Xarashanamayar – You have proven your character to Xarashanamayar. You may use this favor for one of the following options. The DM voids this favor once you use it.

• Xarashanamayar personally tutors you in preparation for exams at the College of Sages and Sorcery in Nellix. This training provides a +6 circumstance bonus, divided as you please, among the required Knowledge checks. You retain this bonus until you pass.

• If you have already played URD3-05 Plague of Rage, and you still have the favor "Ellis Lorinar pulls some strings", you may purchase those upgrades at half the listed cost. You must still, however, use the listed influence points.

• If you have already played URD3-05 Plague of Rage, and you still have the favor "Ellis Lorinar pulls some strings", you do not need any influence points to access the listed upgrades. You must still, however, pay the listed cost.

• The mages of the Society of Magi imbue any single weapon with the icy burst, shocking burst, thundering, or flaming burst special ability at the usual cost. Only one enhancement may be added and only to one weapon.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- ❖ +1 Merciful Bane (humanoid – human) spiked chain (Adventure; 18,325gp; DMG)
- ❖ +3 Vest of Resistance (Adventure; 9,000gp; Tome & Blood)
- ❖ Mithral Breastplate (Adventure; 4,200gp; DMG)

APL 6 (all of APL4 plus the following)

- ❖ Mithral Breastplate +1 (Adventure; 5,200gp; DMG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ Mithral Breastplate +1 Light Fortification (Adventure; 8,200gp; DMG)
- ❖ Ring of Protection +2 (Adventure; 8,000gp; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ Mithral Breastplate +2 Light Fortification (Adventure; 13,200gp; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ Mithral Breastplate +2 Moderate Fortification (Adventure; 29,200gp; DMG)
- ❖ Cloak of Displacement, Minor (Adventure; 24,000gp; DMG)
- ❖ Boots of Striding and Springing (Adventure; 5,500gp; 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 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

I 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