



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
DUL7-03 – Siren's Rock
A Regional Adventure
Set in the Dullstrand



Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Befriended a Siren: The PC gains a +2 circumstance bonus on Diplomacy with sirens.

Blessing of Morganis: If the PC ever starts drowning, Morganis's spirit automatically comes to save him, by casting a *water breathing* CL 7th on him. The round after starting drowning the PC is thus stabilized. Scratch when used.

Curse of Morganis: As long as the PC is on or underwater, he receives a -1 penalty on AC, attack roll, skill checks and saves. This effect can only be removed with a *limited wish* spell or a *remove curse* CL 15th.

Cleansed the Siren's home: The inhabitants of Siren's Rock are most grateful to the PC for his deeds. As a reward, they agree to give the PC access to the Wavekeeper prestige class. They also teach him the following spells: *kelpstrand* (SC) and *pressure sphere* (Stormwrack).

The PC also gains regional access to the items marked with * if they found it.

Thanks of the Dullstrand Pilots Guild: For a job well done, the Dullstrand Pilots Guild grants you one of the following:

- Regional access to one suit of armor or weapon made of pearlsteel (Stormwrack).
- Upgrade one suit of armor with the *buoyant* or *gilled* special property (MIC) at normal price.
- Regional access to the following (all from the MIC): *amulet of aquatic salvation*, *corsair's eyepatch* and *spool of endless rope*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ +1 corrosive trident (Adventure; MIC)
- ❖ +1 ghost touch rapier (Adventure; DMG)
- ❖ Pearl of the sirens (Adventure; DMG)*
- ❖ Periapt of health (Adventure; DMG)

APL 8 (all of APL6 plus the following)

- ❖ Rapidstrike bracers (Adventure; 3,100 gp; MIC)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Dust of disappearance (Adventure; DMG)
- ❖ Elixir of flaming fists (Adventure; 300 gp; MIC)
- ❖ Shirt of the leech (Adventure; 8,000 gp; MIC)

APL 12 (all of APLs 6-12 plus the following)

- ❖ +1 blurstrike shortsword (Adventure; 18,360 gp; MIC)

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

2 or 4 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