



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Exile*

A Regional Adventure  
Set in the City of Dyvers



Play Notes:

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

\_\_\_\_\_  
Home Region \_\_\_\_\_

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

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



593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 4

max 615 xp; 600 gp  
[337 xp; 400 gp]

APL 6

max 840 xp; 800 gp  
[450 xp; 400 gp]

APL 8

max 1,065 xp; 1,250 gp  
[562 xp; 400 gp]

APL 10

max 1,290 xp; 2,100 gp  
[675 xp; 400 gp]

APL 12

max 1,515 xp; 3,000 gp  
[787 xp; 400 gp]

☛ **Inducted into the tribe:** The character who wins the Fibbin Me Uhn contest will be ceremoniously inducted into the Goblins Band tribe. This character holds a position of great respect within the Goblins Band and is responsible for contributing to the welfare of the tribe. The Halflings will Tattoo this individual in a traditional fashion similar to the Corsairs! tattoo. If displayed, the tattoo grants a +2 circumstance bonus to Diplomacy checks when dealing with halflings of the Goblins tribe.

☛ **Influence with the Ring of Steel:** For rescuing Jerrad Garrick as well as locating the first fragment of the Niadeen Codex, the players garner an influence point with the Dyvers chapterhouse of the Ring of Steel. Expending this point enables new members to join the now fugitive underground meta-organization at the rank of swordbrother.

☛ **Influence with the noble house Leardyn of the Grandhearts:** For rescuing Ethane Leardyn from the Whiteshell mine and returning him to Dyvers, the players gain an influence point with Enruhl Leardyn and his noble house.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4-12

❖ None

TU

Starting TU

1 / 2 / 3 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

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

GP

Starting GP

- GP

GP Spent

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

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