



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC8-05— Into the Darkness

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

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

Adventure Record#

598 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 900 XP; 900 gp

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; 6,600 gp

APL 16

max 2,025 XP; 9,900 gp

• **Lord Nimar's Favor:** This counts as one (1) influence point with Lord Nimar or House Gellor. Cross off once used.

• **Lady Cezia's Favor:** This favor gives you one (1) influence point with House Gellor or the Church of Pelor. In addition, if you have five (5) or more favors for this house or the church (any country), you may trade them in for a one time free *raise dead* spell cast on your body (including component). Cross off once used.

• **Lady Renee's Favor:** This counts as one (1) influence point with the Knights of the Swan or the Countess. You may exchange this influence point to upgrade one weapon with the *bane: aberration, dragon, or humanoid (reptilian)*. All normal costs and prerequisites must be met. Cross off once used.

• **Word from the Countess:** (County PCs only) You may join any ONE county meta-org (except home owners) that you qualify for, waiving all TUs and gold cost for one year. You may not obtain a refund for meta-orgs paid. Cross off once used.

• **Notice of the Black Man** You have drawn the notice of the Black Man. In all future adventures where the Black Man or his followers are present, you are the primary target.

• **I Failed the County:** This award counts as an infamy point. Immediately lose any and all Influence points and favors with Lord Nimar, Lady Cezia Gellor, and House Gellor. You may negate the infamy point (but not the loss of Influences), by spending two influence points with the Countess or one influence point with House Gellor.

• **Dragon Cuisine:** You have been devoured by Duskmaw. Your body is unrecoverable. You can only be brought back to life through a *true resurrection* spell.

• **Run Away, Little Mouse:** Duskmaw let you escape to tell Nimar of his return. He won't give you the chance to escape twice.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 6-8

- ❖ Green dragon hide armor (Adventure; DMG; 1,320gp)
- ❖ darkwood heavy shield (Adventure; DMG; 407gp)

APLs 10-12 (all of APLs 6-8 plus the following)

- ❖ +1 corrosive light crossbow (Adventure; MIC; 8,335gp)
- ❖ +1 mithral chain shirt (Adventure; DMG; 2,100gp)

APL 14 (all of APLs 6-12 plus the following)

- ❖ +1 animated darkwood heavy shield (Adventure; DMG; 9,407gp)
- ❖ # +1 mithral moderate fortification chain shirt (Adventure; DMG; 10,100gp)
- ❖ cloak of elemental protection (Adventure; MIC; 1,000gp)

APL 16 (all of APLs 6-14 plus the following)

- ❖ #+3 mithral moderate fortification chain shirt (Adventure; DMG; 17,100gp)

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

0 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