



This Record Certifies that



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by _____
Player _____ RPGA # _____

Has Completed
URD5-01 – Silent Watch
A Regional Adventure
Set in the Duchy of Urnst

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

◆ **Mask of the Fire Scarred** – This mask, fashioned of burnt human flesh, has bonded with your face. In doing so it has covered your body in a shell of burnt skin, protecting you from harm, both physical and elemental. You gain a +1 enhancement to natural armor and resistance 10 to fire.

However, for bearers of the mask who are not Clerics of Pyremius or Ranet, the mask does more than just give you the above benefits. Additionally, each day at dawn a DC 20 Will save must be made or the character takes 2 points of Charisma damage for the day. Finally, the toughened fire-burnt skin of the wearer gives them an arcane spell-failure of 10%.

Finally, when first donned the mask imposes a -2 penalty to Charisma and a -2 penalty to Dexterity that cannot be restored until the mask is removed. The mask can only be removed by a 19th level caster casting remove curse.

(Strong Transmutation) Requirements: Caster Level 19th, Craft Wondrous Item, burnt human flesh, barkskin, resist energy, daze, bestow curse; Market Price: 3,000 gp.

◆ **Gratitude of the Village of Potsende** – Currently this is a generic influence with the residents of the Duchy of Urnst. In time it may have other effects.

◆ **Influence with the Ducal Guard**

◆ **Notice with the March Warden of the West Abbor-Alz** – For bringing back the dangerous fire priest who caused the conflagration at Nil Keep you have obtained the respect of Lord Commander Brondel Kruske, the March Warden of the West Abbor-Alz March. This notice can be used as an influence, or it can be redeemed to gain access to the items (at your APL and lower only) that are marked with an asterix (*).

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

TU

Starting TU

I TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Mask of the Fire Scarred (Cursed; See Above; 0 gp)
- ❖ +1 Glamered Full Plate (Adventure; DMG; 5,350 gp)
- ❖ Pearl of Power (1st) (Adventure; DMG)
- ❖ * Field Provisions Box (Any; Miniature's Handbook)

APL 4-6 (all of APL2 plus the following)

- ❖ Access to the Energy Vortex spell (Any; Complete Divine)
- ❖ * Access to the death ward armor enhancement (Any; Complete Arcane; +1)

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

- ❖ Potion of Cure Serious Wounds (Adventure; DMG)
- ❖ * Access to the slow burst weapon enhancement (Any; Miniature's Handbook; +1)
- ❖ * Access to the arrow catching shield enhancement (Any; DMG; +1)
- ❖ Access to the Cometfall spell (Any; Complete Divine)

APL 10 all of APLs 2-6 plus the following)

- ❖ Sleep Arrow (Adventure; DMG)
- ❖ Lesser Metamagic Rod of Silent Spell (Adventure; DMG)
- ❖ Elemental Gem (Fire) (Adventure; DMG)
- ❖ * Stone Horse (Courser) (Any; DMG)

APL 12 all of APLs 2-6 plus the following)

- ❖ Sleep Arrow (Adventure; DMG)
- ❖ Cloak of Resistance +3 (Adventure; DMG)
- ❖ * Boots of Speed (Any; DMG)
- ❖ * Stone Horse (Destrier) (Any; 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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL