



This Record Certifies that

Played by

Player

RPGA #

Has Completed  
URD6-03 Brother Rat  
A Regional Adventure  
Set in the Duchy of Urnst



### Play Notes:

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



Adventure Record#

596 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

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

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

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

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

### ☛ Favor of House Grek:

As reward for recovering the missing herbs, Abiron Grek has made arrangements with the clergy of Pelor to assist the PCs. Players may expend this favor to have one divine spell cast during or after any adventure set in the Duchy of Urnst. Players may choose any divine spell in the Player's Handbook from first to sixth level (caster level 11). The cost for casting the spell is free but the players must pay for material components.

### ☛ Favor of House Fealdon:

In return for helping investigate the robbery, this favor may be used to go into business with Dadlir Fealdon. Dadlir will pay half the cost of the Lucia as long as the PCs spend 10 TU this year (delivering House Fealdon cargo). The PC must spend another 10 TU at the start of each New Year unless and until they pay Dadlir 5,000 gp for his share. Time Units spent as a House Merchant with House Fealdon (see the Houses of the Duchy Meta-Org) count toward the TUs spent.

### ☛ Influence with the Rogues of Seltaren:

The PCs have aided the Rogues of Seltaren. As long as one of these influence is held, the character gains access to the starred items below.

### ☛ Enmity of the Rogues of Seltaren:

The PCs have crossed the Rogues of Seltaren and have earned enmity with the group.

### ☛ Favor of the Bakery Street Gang:

The PC has earned the gratitude of the Bakery Street Gang. When in Leukish, the PCs may call upon the gang for assistance. They will provide a +5 bonus to any single Gather Information or Knowledge (Local: NMR) check. A PC may only use this favor once per adventure.

### ☛ The Lucia:

The authorities seized the Lucia and she now sits vacant. The city is looking to find a buyer for the ship and will offer to sell it for 10,000 gp. Only one PC at the table may buy the Lucia. Ownership of the Lucia fulfills the requirements for the PrC Dread Pirate.

PCs may expend one favor of a noble house when to receive a discount on the asking price. A favor with a noble house in the Strong Hart faction will reduce the cost by 500 gp. A favor with a noble house not in the Strong Hart faction will reduce the price by 250 gp.

This favor expires one year from the date this adventure was played.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 2

- ❖ Slaying Arrow – Constructs (Adventure; DMG; 2,282 gp)
- ❖ Silversheen (Adventure; DMG; 750 gp)
- ❖ Wand of grave strike (Adventure; 750 gp)
- ❖ Wand of resurgence (Adventure; 750 gp)
- ❖ Elixir of Hiding\* (Regional; DMG; 150 gp)
- ❖ Elixir of Sneaking\* (Regional; DMG; 150 gp)

### APL 4 (all of APL2 plus the following)

- ❖ Potion of Barkskin +4 (Adventure; DMG; 900 gp)
- ❖ Dust of Illusion\* (Regional; DMG; 1,200 gp)

### APL 6 (all of APLs 2-4 plus the following)

- ❖ Eyes of the Eagle\* (Regional; DMG; 2,500 gp)
- ❖ Chime of Opening\* (Regional; DMG; 3,000 gp)

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

- ❖ Lesser Rod of Silence (Adventure; DMG; 3,000 gp)
- ❖ Greater Arrow of Slaying – Constructs (Adventure; DMG; 4,057 gp)

### APL 10 (all of APLs 2-8 plus the following)

- ❖ Circlet of Persuasion\* (Regional; DMG; 4,500 gp)
- ❖ Slippers of Spider Climb\* (Regional; DMG; 4,800 gp)

### 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

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