



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URD7-01— In the Face

An adventure set in the Duchy 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#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

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

☛ **Major Favor with the Nyr Dyv Rhennee:** The character gains regional access to the starred items below. In addition, the favor may be spent to get the Rhennee to bargain for a discount on item the PC has access to. This can be combined with the favors from URD4-05 & URD5-04 and used instead for:

- 1 favor allows a 10% discount on an item up to 5,000 gp.
- 2 favors raise the max value to 10,000 gp.
- 3 favors raises the max value to 20,000 gp.

Used on AR ____

☛ **Debt of _____:** The character informed this group of the details of Delcanti's Stone and agreed to tell no one else. It can be used to gain "Friend of" status if such exists for the group (see the Duchy Meta-Organization book). Otherwise it may be spent once to eliminate all enmities and/or disfavor with the group, or used as a normal influence. Used on AR ____

☛ **Karedaiva's Curse:** You have gained the wrath of Vetha Karedaiva. For each night on your next two adventures, she calls upon a fellow Veth to cast a *Nightmare* spell on you (DC 20).

☛ **Delcanti's Stone:** This character stole the stone from Karedaiva. It functions as a Cursed Lodestone (DMG) except that it may only be gotten rid of by returning it to Karedaiva. Doing so requires meeting her in an adventure or an expenditure of a TU. She will only accept it if the PC accepts a Geas to never steal from another Rhennee. Returned on AR ____

☛ **Xene's Blessing:** The Xene has granted you a single chance to see briefly into the future. The character may use the blessing as a swift action before a standard or move equivalent action to determine the immediate results of the action. Show this AR to the judge before rolling the die or otherwise attempting the action. After determining what the result *would* be, you may either do the action with the result as determined or choose to do a completely different action. Used on AR: ____

☛ **Enmity of [] Rogues of Seltaren or [] Ducal Loyalists:** You have refused or not followed through on a mission given.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 6

- ❖ Mithral Chain Shirt (Adventure, DMG)
- ❖ Necklace of fireballs type 1 (Adventure, DMG)
- ❖ Quall's feather token, anchor (Adventure*, DMG)
- ❖ Elixir of swimming (Adventure*, DMG)
- ❖ Quall's feather token, swan boat (Adventure*, DMG)
- ❖ Adamantine Greatsword (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- ❖ Bag of holding type 1 (Adventure, DMG)
- ❖ Quiver of Ehlonna (Adventure, DMG)
- ❖ Gloves of swimming and climbing (Adventure*, DMG)
- ❖ Gloves of arrow snaring (Adventure*, DMG)

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

- ❖ Cape of the Mountebank (Adventure, DMG)
- ❖ Staff of fire (Adventure*, DMG)

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

- ❖ +1 Light fortification mithral chain shirt (Adventure, DMG)
- ❖ +1 Flaming adamantite greatsword (Adventure, DMG)
- ❖ Crystal ball (Adventure*, DMG 42,000gp)

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

1 or 2 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