



This Record Certifies that

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

Has Completed  
*Wrapped In Death*  
A Regional Adventure  
Set in the Principality of Ulek



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#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

Royal Army Commendation

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Principality of Ulek Royal Army, have received this commendation.

Mine Rangers Commendation

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Mine Rangers, have received this commendation.

Necklace of Acid Balls (Type II)

This necklace functions just like a *Necklace of Fireballs (Type II)* except that the type of damage is acid instead of fire.

Caster Level: 10<sup>th</sup>; Prerequisites: Craft Wondrous Item, Energy Substitution, *fireball*; Market Price: 2,700 gp; Weight: 2 lbs.

Tataric Instructs

This PC has gained access to the following spell:

*Detect Disease*

Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object or area has been diseased or can deliver a disease. You can determine the exact type of disease with a successful Wisdom check (non-magical disease DC 20; magical disease DC 25). A character with the Heal skill may try a Heal check (DC as above) if the Wisdom check fails, or may try the Heal check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ *Boots of the Winterlands (Adventure, DMG)*
- ❖ *Cloak of Resistance +2 (Adventure, DMG)*
- ❖ *Everburning Torch (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Fly (Adventure, DMG)*
- ❖ *Potion of Haste (Adventure, DMG)*
- ❖ *Potion of Remove Blindness/Deafness (Adventure, DMG)*
- ❖ *Potion of Water Breathing (Adventure, DMG)*

APL 6 (APL 4 Items plus):

- ❖ *Necklace of Acid Balls [Type II] (Adventure, see above)*

APL 8 (APL 4, 6 Items plus):

- ❖ *Cloak of Resistance +3 (Adventure, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *Periapt of Health (Adventure, DMG)*
- ❖ *Ring of Feather Falling (Adventure, DMG)*

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ *Cloak of Resistance +4 (Adventure, 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 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