



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

DUL7-01/SND7-03 – The Sea Devils

A Cross Regional Adventure
Set in Dullstrand/Sunndi



Play Notes:

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

Home Region _____



Adventure Record#

597 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

Lore of Degado: For your aid, Degado is willing to teach you what he knows. The rhopan, sahuagin and kuo-toa languages become Open. Sahuagin cannot be properly spoken without magic aid, but it can be understood if learned.

Degado can also arrange regional access (Dullstrand/Sunndi) to all items marked with a * in the items found section.

Favor of the Sea Elves: You gain a +2 bonus on Diplomacy checks vs. sea elves and tritons. The sea elves also arrange regional access (Dullstrand/Sunndi) to all items marked with a * in the items found section.

Respect of the Sea Elves: You gain a +4 bonus on Diplomacy checks vs. sea elves (which does not stack with the favor of the sea elves).

Respect of the Sea Devils: You gain a +4 bonus on Intimidate checks vs. sahuagin.

Wrath of Sekolah: For foiling Sekolah, you earn his wrath. The attitude of all sahuagin and sharks towards you is one category worse than normal. If they have a choice of targets they favor you above others and they gain a +2 bonus on damage rolls against you. In addition, you can no longer summon sharks.

Osprem's Aid: Osprem lightens some pain of Sekolah's wrath for your aid. If you could summon sharks, instead of a medium shark, you can now summon a manta ray, instead of a large shark a triton, and instead of a huge shark a sea cat. If the summoned shark has the infernal template, the new creatures (except the triton) gain the celestial template instead.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ +2 silvered trident of warning (Adventure; DMG; 10,205 gp)
- ❖ Cloak of the manta ray* (Adventure; DMG)
- ❖ Elemental gem (water) (Adventure; DMG)
- ❖ Elixir of swimming* (Adventure; DMG)
- ❖ Helm of underwater action* (Adventure; DMG)
- ❖ Net of snaring (Adventure; DMG)
- ❖ Pearl of power, 2nd level (Adventure; DMG)
- ❖ Potion of swim* (Adventure; Spell Compendium)
- ❖ Ring of improved swimming* (Adventure; DMG)
- ❖ Ring of swimming* (Adventure; DMG)
- ❖ Scroll of swim* (Adventure; Spell Compendium)

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

- ❖ Planar fork (Baator) (Adventure; PHB; 200 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 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