



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC7-01- The Mare of Applebee

An adventure set in the region of the County 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

Grig Jig: You danced with the grigs. You have aged 1 full year (10 for elves). However, you now know the "Grig jig".

Pranked! The grigs of the Honeypot got their hands on you. For the next 52TUs you suffer from the following condition: (check one)

- ☐ Hairless (yes, everywhere)
- ☐ Skin turned bright orange or purple
- ☐ Aged 10 years (permanent, 100 for elves)

Lock of Unicorn Mane: Throwing the mane on the ground (a standard action that does not provoke attacks of opportunity) provides a good-aligned PC with the benefit of an *aid* spell (CL 3rd). Non-good-aligned PCs instead benefit from a *virtue* spell (CL 3rd). After one use, the mane loses its power.

Shield of Yondalla: This blessing allows you to re-roll a single saving throw. Halflings add a +1 sacred bonus to the save re-roll. Clerics of the halfling Pantheon instead add a +2 sacred bonus to the save. Cross off once used.

Thanks of Applebee: This counts as an influence point with the halflings of Applebee. Cross off once used.

Metaorg Access: if you belong to the Dreerwode Druids or the Warders of the Wild, you gain regional access to items marked with #.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APLs 2-4

- ❖ #Blunt Arrows (Adventure, RoW)
- ❖ #Forestwarden Shroud (Adventure, RoW)
- ❖ #Leafweave Leather Armor (Adventure, RoW)
- ❖ #Swiftwind arrows (Adventure, RoW)

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

- ❖ +1 Light fortification chain shirt (Adventure, DMG)

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

- ❖ #+1 Leafweave Studded Leather (Adventure; DMG & RoW)
- ❖ Vest of Resistance +1 (Adventure, CAr)

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

- ❖ +1 Magical Beast Bane Greataxe (Adventure; DMG)
- ❖ +2 Heavy Wooden Shield (Adventure; DMG)
- ❖ #+2 Leafweave Studded Leather Armor (Adventure; DMG & RoW)
- ❖ +2 Light Fortification Chain Shirt of Sonic Resistance (Adventure, DMG)
- ❖ Cloak of Charisma +4 (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ +2 Animated Darkwood Heavy Wooden Shield (Adventure, DMG)
- ❖ +2 Huge Greatclub (Adventure, DMG)
- ❖ +3 Club (Adventure, DMG)
- ❖ Cloak of Charisma +6 (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 1/2 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