



This Record Certifies that



Play Notes:

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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by

Player

RPGA #

Has Completed

URD4-01 – Fuedal Dispositions
A Regional Adventure
Set in The Duchy of Urnst

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

APL 12

max 1,575xp; 3,300gp

• **Favor of House Meissel** – For your assistance in dealing with the attack on Heinrich Meissel and their warehouse in Regensdorf, House Meissel is in your debt.

This favor can be used to cancel up to two existing enmities or disfavours with House Meissel. House Meissel, will allow you to purchase one of the following from them by expending this favor. If you hold a merchant contract with House Meissel you may purchase two items instead of one.

- Upgrade any weapon, shield or armor to +2 (APL 2-4), +3 (APL 6-10) or +4 (APL 12)
- Upgrade a weapon to add one of the following special abilities: Defending, Ki Focus, or Merciful.
- Upgrade a suit of armor or a shield to add one of the following special abilities: Light Fortification or Spell Resistance 13.
- Purchase one of the following: Immovable Rod, Chime of Opening, Pipes of Pain, Pipes of the Sewers, or Ring of Protection +3.

• **Enmity of House Szabo** – For falsely accusing them of causing the destruction of the Meissel warehouse in Regensdorf, you have earned the wrath of House Szabo.

For one game year, the cost of any item purchases you make within the Duchy of Urnst that is not made through the favor or influence of another house is increased by 10%. This does not affect the purchase of spells cast on you nor does it affect lifestyle costs. This penalty can be offset for a single item by spending one TU to overcome House Szabo's efforts.

• **Enmity of House Burlondin** – For fingering them as the root cause for the attempt on Heinrich Meissel's life, House Burlondin now considers you an enemy. This takes one of two forms.

If you have any influence or favors with House Burlondin, those are canceled along with this enmity. Thanks for your help – watch your back.

If you do not have any influence or favors with House Burlondin, you gain a –4 circumstance penalty to all Charisma checks and Charisma-based skill checks when dealing with members of House Burlondin. This effect lasts for two calendar years.

• **Favor of the Rogues of Seltaren** – For some unknown reason, the rogues of Seltaren appear to consider themselves in your debt. Until the end of CY 594, you receive the benefits of free adventurer's standard lifestyle for events that start or take place primarily in Seltaren. Alternatively, you may expend this favor to join the Rogues of Seltaren metaorg.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of Color Spray (Adventure; 1st level caster; DMG; 750gp)
- ❖ Wand of Ray of Enfeeblement (Adventure; 3rd level caster; DMG; 4,500gp)

APL 4 (all of APL2 plus the following)

- ❖ Wand of cure moderate wounds (Adventure; 3rd Level caster; DMG; 4,500 gp)
- ❖ Stone of Alarm (Adventure; DMG; 2,700gp)

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

- ❖ Pearl of Power (2nd) (Adventure; DMG; 4,000gp)
- ❖ Circlet of Persuasion (Adventure; DMG; 4,500gp)

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

- ❖ Amulet of Mighty Fists +1 (Adventure; DMG; 6,000gp)
- ❖ Potion of Cure Serious Wounds (Adventure; 5th level caster; DMG; 750gp)

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

- ❖ Bead of Force (Adventure; DMG; 3,000)
- ❖ +2 Leather Armor (small) (Adventure; DMG; 4,160 gp)

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

- ❖ Ring of Protection +2 (Adventure; DMG; 8,000gp)
- ❖ Pearl of Power (3rd) (Adventure; DMG; 9,000gp)

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 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