



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

**Breakfast of Champions – URD4-02**  
**A Regional Adventure**  
**Set in the Duchy of Urnst**

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

**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 Uthor Meissel** – For confirming the location of the shrine and bringing a description of the inner shrine to Uthor, Uthor will use his contacts among the Suel churches and the Church of Pelor to aid a character in having a weapon, armor, or shield upgraded by a single +1 (+3 maximum after upgrade). The character may also purchase a sacred scabbard. In addition, if the character has a prior enmity from Uthor Meissel, it is voided.

➤ **Major Enmity of Uthor Meissel** – For acting against the church's interests as well as for prior acts in Spring Cleaning (URD 3-03), this character receives the major enmity of Uthor Meissel. For the next year, the caster's fee for any spell cast for the character by a cleric of the Suel religion or by a follower of Pelor will be doubled. This applies only to the caster's fee; the cost of any material component is not doubled.

➤ **Blessing of Wee Jas** – For offering prayer to Wee Jas at the mural in the shrine, this character may automatically stabilize once when dying (-1 to -9 hp). The character must choose to use the favor before making any rolls for stabilization.

➤ **Debt to Lord Rochard Lorinar** – The characters were saved by Lord Rochard from the shrine complex. At some future date, he may call upon the characters to do him a favor.

➤ **Favor of House Szabo** – For aiding House Szabo and preventing any information from reaching Uthor Meissel, Philamon Szabo provides assistance in locating items for purchase. Each character receiving the favor may purchase one item from any past AR regardless of the frequency listed. A character may also upgrade armor with the glamered ability at regular DMG cost.

➤ **Enmity of Philamon Szabo** – For working for both families in the feud, Philamon Szabo uses his official and unofficial contacts to cause trouble for the character. For one calendar year from the date of play, the lifestyle cost of any Duchy of Urnst regional (URD) or Nyrond metaregional (NMR) adventure is doubled for this character. Living off the land is still free.

➤ **Favor of Lord Rochard Lorinar** – For keeping the secret of the complex from all except their patron(s), characters gain regional access to the following items: APL 6: Clever bridle (6 tricks), upgrade armor with anti-impact ability; APL 8: Upgrade weapon with last resort ability, bracers of armor +2; APL 10: Steadfast boots, amulet of natural armor +2; APL 12: Ring of protection +2, or bracers of armor +3.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 6

- ❖ Divine Scroll of align weapon (Adventure; CL 3rd; DMG; 150 gp).
- ❖ Silversheen (Adventure; DMG).
- ❖ Wand of shield (Adventure; DMG).
- ❖ Upgrade armor with glamered ability (Regional; DMG).

#### APL 8 (all of APL6 plus the following)

- ❖ Pearl of power (1st) (Adventure; DMG).
- ❖ Bonus Third Level Spell (Adventure; See Below; 150 gp).

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

- ❖ Cloak of resistance +2 (Adventure; DMG).

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

- ❖ +1 flaming mighty [+5] composite longbow (Adventure; DMG; 8,900 gp).
- ❖ Bonus Fourth Level Spell (Adventure; See Below; 200 gp).

❖ **Bonus Spell** – An arcane spellcaster may add any third and possibly a fourth level spell from the PHB to his spellbook without spending any extra TU. The caster must pay the GP cost indicated to cover the materials needed to copy the spells. This is to simulate having access to the spell books of Feldon.

### 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

I 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