



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
The Great Northern Expedition
A Regional Adventure
Set in The Empire of Iuz



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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

☛ **Black Hearted:** Word has circulated about the failure of *Den Vliegenviss* to rescue the refugees. Due to your association with the ship you have gained a reputation as being black hearted. In any adventure within the Iuz Border States your PC has a 20% chance of being recognized by any NPC and upon recognition any Charisma based skill checks in relation to Lawful or Good NPC reactions for both yourself and anyone in your party suffer a -4 penalty. All Intimidation checks, however, gain a +2 circumstance bonus if you are similarly recognized within the Iuz Border States. Self-proclamation on your part will result in shifting NPC reactions to you and your party to unfriendly if it was not so already.

☛ **Respect for the Dead:** You have been decent enough to recover the bodies of fallen members of the Van Ingermann expedition, allowing them to be raised or buried properly by their families. Because of this you will receive a once only discount of 50% on a single future *raise dead*, *resurrection* or *true resurrection* of your choice.

☛ **Secrets of the Fler:** Through careful study (2 TU) of ancient histories and other Ur-Flan records, you have learned hidden ways of fighting certain demonic foes. You gain a special bonus of +2 to attack and damage rolls when fighting one chosen specific type of demonic creature (marilith, balor, etc.) allied with Iuz. Type chosen: _____

☛ **Tribal Greetings:** From contact with the priests of the Husik tribe you have learned obscure rituals of appeasement intended to placate restless spirits.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Armor insulation (Metaregional, Frostburn)
- ❖ Boots of the winterlands (Metaregional, DMG)
- ❖ Dagger of venom (Adventure, DMG)
- ❖ Instant igloo (Adventure, DMG)
- ❖ Potion of snowsight (Adventure, Frostburn)
- ❖ Ring of protection +2 (Adventure, DMG)
- ❖ Whale grease (Metaregional, Frostburn)

APL 8 (all of APL 6 plus the following)

- ❖ Glove of storing (Metaregional, DMG)
- ❖ Ring of protection +3 (Adventure, DMG)
- ❖ +1 human bane short sword (Adventure, DMG)

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

- ❖ Ring of water walking (Metaregional, DMG)
- ❖ Amulet of natural armor +3 (Adventure, DMG)
- ❖ Minor iceheart (Adventure, Frostburn)

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

- ❖ Helm of underwater action (Metaregional, DMG)
- ❖ Ring of protection +4 (Adventure, DMG)
- ❖ +2 human bane short sword (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 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