



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed

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

Event: _____ Date: _____

DM: _____
Signature RPGA #

Play Notes:

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

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.

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.

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.

TU

Starting TU

I TU

TU Cost

- TU

Added TU Costs

TU REMAINING

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)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value