



This Record Certifies that

Played

by \_\_\_\_\_  
Player RPGA #

Has Completed  
Where the Pirates Arrrrr  
A Regional Adventure  
Set in The Shield Lands

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#

595 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 6

max 660xp; 800gp

APL 8

max 825xp; 1,250gp

APL 10

max 895xp; 2,085gp

APL 12

max 1,060xp; 2,935gp

**So You're a Pirate Now:** You've decided to throw in your lot with Captain Roberts and the crew of the Calabana. You are hereby "Wanted By the Council." See the "Wanted by the Council" meta-organization for specific ramifications of your actions. However, you receive a +2 competence bonus to all Charisma checks with unsavory sorts, such as pirates on the Nyr Dyv.

**A Worthy Ship:** The rogue *Calabana* is still sea worthy and is a fine ship. If you agree to change her name, you may purchase the ship. It is a basic sailing ship and costs 10,000gp to purchase. In addition, on any adventure you bring the ship, docking the ship costs an additional 2 gp per TU that it remains docked.

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

- ❖ Horseshoes of a zephyr (Adventure, DMG)
- ❖ Wand of golem strike (Adventure, Complete Arcane)

APL 8 (all of APL 6 plus the following)

- ❖ Ring of protection +2 (Adventure, DMG)
- ❖ Pearl of power (2nd-level spell) (Adventure, DMG)

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

- ❖ Cloak of Charisma +4 (Adventure, DMG)
- ❖ Metamagic rod of extend spell (Adventure, DMG)

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

- ❖ Folding boat (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  
Subtotal

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