



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC7-09– Blood on the Bayou

A one-round regional adventure set in the County of Urnst



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#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,800 XP; 6,600 gp

☛ **Thanks of Lady Cezia:** For risking your life for others Lady Cezia is willing to pull favors for you. You may trade this favor to obtain free spellcasting of a cleric spell up to 4th level. This does NOT include component costs. You may increase the level of the spell by spending extra influence points with either, Lord Agnard Gellor, House Gellor or the Church of Pelor. Each influence point increase the level of the spell by 1, to a maximum of 7th. Other PCs may contribute influence points. Cross off once used.

☛ **Loot:** You have looted the lizardfolk's village. You have found guide on how to create a number of magical items. Lady Cezia is willing to pull strings to get some of your items upgrade. These items appear with a '#' in the item access below.

☛ **Thanks of Tella:** This counts as an influence point with the Adventurer's Guild or the Shadow Network. Cross off once used.

☛ **Secrets of the Swamp:** For rescuing the scout, you have been informed of secret paths in the Fennelmore Swamp. You may never be lost in the Swamp, and can never be forced to spend TUs to leave the Swamp. This applies ONLY to you and not other party members. This entry expires one calendar year from the date on this AR. Cross off once expired.

☛ **Promised to help:** You agreed to assist Stone Battle in its time of need. There will be campaign consequences if you play the Brookfest interactive with the same character.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

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

- ❖ # Acidic armor upgrade (Adventure, MIC)
- ❖ # Beetle Elixir (Adventure, MIC, 1,350gp)
- ❖ # Called armor upgrade (Adventure, MIC)
- ❖ Chitin armor (Adventure, Sw)
- ❖ # Crystal of aquatic action, least or lesser (Adventure, MIC, 250gp or 1,000gp)
- ❖ # Crystal of energy assault, acid, least or lesser (Adventure, MIC, 600gp or 3,000gp)
- ❖ # Delver Slime, vial (Adventure, SS, 150gp)
- ❖ # Dragonmask (Adventure, MIC, 4,000gp)
- ❖ # Glitter stone (Adventure, MIC, 450gp)
- ❖ Large greatclub (Adventure, PHB)
- ❖ # Pearl of speech (Common or Draconic only) (Adventure, MIC, 600gp)
- ❖ # Restful crystal (Adventure, MIC, 500gp)
- ❖ # Revelation crystal, least (Adventure, MIC, 400gp)

APLs 8-14 (all of APLs 2-6 plus the following)

- ❖ +1 corrosive light crossbow (adventure, MIC)

TU

Starting TU

O 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

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 Items

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