



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

URC8-02—Redemption

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

Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 XP; 650 gp

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

• **Ehlonna's Touch:** Your companion, familiar or special mount has a luminescent horn on its forehead that gives off light as a torch. Its alignment shifts to good and it is considered blessed by Ehlonna. This gives you a +5 circumstance bonus to social checks when dealing with non-evil druids, non-evil fey and devoted of Ehlonna and Phytan. If you commit an evil act, this favor is immediately voided.

• **Kandura's blessing:** A glowing lightning bolt (glows as a candle) appears on the back of your hand (but may be hidden by gloves). Three times, as a swift action, you may call upon Heironeous to receive the benefit of a *swift bless weapon* spell (CL3rd). If you are a divine caster of Heironeous, you can instead choose to negate an auto-failure on a saving throw or an attack (meaning a 'r' does not automatically miss or fail). Mark off each use as it occurs: [] [] []

• **Wielder of Kandura:** Kandura allowed you to wield her.

• **Elena's Promise:** Elena uses her contacts to grant you a one-time access to one of the following items from the DMG: *brooch of shielding*, *dust of appearance*, *dust of disappearance*, *elixir of vision*, *elixir of hiding*, *incense of meditation*. Cross this favor off once used. (any), *oathbow*, *ring of animal friendship*. Cross off once used.

• **Elena's Gratitude:** Elena uses her contacts to grant you a one-time access to one of the following items from the DMG: *bag of tricks (any)*, *bead of force*, *necklace of adaptation*, *necklace of fireballs types*

• **Ire of Elphegor:** The devil known as Elphegor is unhappy that you dispatched some of his forces and ruined his current plan. Any devil selects you as a target first, when it has a choice. Be prepared to be the target of fiendish retribution.

• **Heironeous' Envoy:** You have met an envoy of Heironeous, granting you access to the Contemplative prestige class (Heironeous).

• **Devil Brand:** You have been branded by Elphegor. This brand gives you a -1 profane penalty to resist the effect of any spell, spell-like ability or supernatural ability of any baatezu following Elphegor. It is *invisible*, except to baatezu serving Elphegor. Devils met in the County of Urnst are all assumed to follow Elphegor.

• **Deal with the Devil:** You made a deal with Elphegor. Check which you did.

- ☐ **Money:** you paid _____ gp
- ☐ **Service:** you did TUs of service
- ☐ **Minor Pact:** you gave your soul to Elphegor. You may not be raised from the dead by any means. When you die, hand over your character to the DM.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Large full plate (Adventure; PHB)
- ❖ Large heavy flail (Adventure; PHB)
- ❖ Large masterwork studded leather (Adventure; PHB)

APL 8 (all of APL 6 plus the following)

- ❖ +1 flaming composite longbow (str+5) (Adventure; DMG)

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

- ❖ +1 large flaming heavy flail (Adventure; DMG)
- ❖ +2 mithral chain shirt (Adventure; DMG, 4250gp)

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

- ❖ +1 large flaming frost heavy flail (Adventure; DMG)

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

- ❖ +1 large humanbane heavy flail (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 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

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