



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC8-03— Leviathan Rising

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#

598 CY ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

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; 6,600gp

APL 16

max 2,025XP; 9,900gp

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

● **Record Holder:** You currently hold the Rhyndmarsh drinking record. You went _____ rounds! You have earned the locals' admiration and qualify for the Drunken Master prestige class.

● **Curse of Obed Maarten:** You are now cursed. Whenever you are on or in a large body of water, you always fail the first saving throw caused by an enemy during an adventure. This does not expire.

● **Thanks of the Three:** Once, as a standard action that does not provoke AoOs, you may call upon Osprem, Procan or Xerbo to receive the benefits of a *water walk* spell (CL5th). Cross off once used.

● **Thanks of the Church of Xerbo:** The Church give you regional access to the items marked #.

- **Hero of the Mysty Isles:** This distinction has three effects.
- You have free Rich upkeep for any adventure set in the Mysty Isles.
 - Any non-evil inhabitant of the Mysty Isles has an initial reaction of Friendly toward you.
 - Grants you a Coral Necklace: This non-magical necklace grants you a +2 sacred bonus on Profession (sailor, boater) or Swim check. May only be used by recipient. Value: ogp.

TU

Starting TU

0 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

- APLs 8-10**
- ❖ # Wand of fog cloud (CL2nd; Adventure; DMG)
 - ❖ # Wand of monster summoning III (aquatic creatures only) (CL5th; Adventure; DMG)
 - ❖ # Wand of obscuring mist (CL1st; Adventure; DMG)
 - ❖ # Wand of sanctuary (CL1st; Adventure; DMG)
 - ❖ # Wand of water walk (CL5th; Adventure; DMG)
 - ❖ # Wand of water breathing (CL5th; Adventure; DMG)

- APLs 12-16** (all of APLs 8-10 plus the following)
- ❖ +1 large longspear (Adventure; DMG)
 - ❖ large shortspear (Adventure; PHB)
 - ❖ +2 large chain shirt (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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items _____

Subtract this value from your gp value