



This Certificate Certifies that



C O S T :
r TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 4

max XP 600; 443 gp

APL 6

max XP 900; 878 gp

APL 8

max XP 1,200 xp; 1,644 gp

APL 10

max XP 1,500 xp; 2,892 gp

Played by _____

Player

RPGA #

Has completed
Freedom's Price
A Regional Adventure
set in the Duchy of Urnst

Cross out any game effects this character doesn't gain.

☛ **Alaric Provaine, Potential Temporary Henchman:** If a character elects to take on Alaric Provaine as a temporary henchman, they must expend 200 gp after this adventure has ended, to help reestablish him.

Alaric Provaine serves the adventurer for 2 adventures. There can only be one Alaric Provaine at a given table. He occupies a slot at the table like a cohort, but the Leadership feat is not required to use him, and he does not gain experience or treasure or use an Adventure Certificate.

☛ **Alaric Provaine:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+2, morningstar) or +8 ranged (1d8/x3, longbow); AL LN; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Handle Animal +8, Ride +5, Spot +3; Far shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: chain shirt, morningstar, masterwork longbow, 60 arrows, 4 days trail rations, backpack, 2 torches, flint and steel, traveler's outfit.

A former Shield Lander captured by the forces of Iuz during the Greyhawk Wars, he has been enslaved under several masters, exchanging hands again and again, finally arriving at the slaver complex on the Nyr Dyv. He is convinced that all of his family members and friends are dead, and has no plans to return to the Shield Lands anytime soon.

☛ **Chitinous Helmet (Available for purchase):** This wooden helmet resembles the hollowed-out skull of a giant ant, right down to a pair of antennae on the forehead.

The wearer of this helmet is able to communicate with aspis for 10 minutes, once per day. The command word ("click-click") to activate the power is inscribed inside the helmet on the headband. Caster level: 1st; Prerequisites: Craft Wondrous Item, tongues; Market price: 600 gp; Weight 3 lbs (Frequency: adventure).

☛ **Influence with or Enmity of Lord Ellis:** Depending on what the characters decided to do with the ex-slaves, they either earn an influence or enmity point with Lord Ellis Lorinar.

Turning care of the ex-slaves over to Lord Rochard nets the characters an influence point. Lord Ellis may be willing to do the character a favor in the future.

Failure to turn over the slaves earns the enmity of Lord Ellis. Ellis may act against the character's

TUs Remaining

interests in the future. Check One: ☐ Influence ☐ Enmity

☛ **Influence with the "common man" of the Duchy of Urnst:** If the characters insisted on taking sole care of the ex-slaves after the adventure's end, then their fame for performing such a heroic act spreads far and wide in the Duchy. The "common man" remembers this and helps the character accordingly sometime down the road. This provides the character with free adventurer's standard lifestyle in the Duchy of Urnst for up to 10 time units, after which the influence is expended. ☐☐☐☐☐☐☐☐☐☐

☛ **Influence with House Pontirun:** If the characters returned the slaver keelboat to either House Pontirun or the Nyr Dyv Shipping Company, they earn an influence point with House Pontirun.

☛ **Influence with Sudrand Gallini:** If the characters return the statue of Madame Doromirr to Sudrand Gallini, they gain an influence point. If she is returned to her normal state (i.e., not "stoned"), they gain an additional influence point with Sudrand Gallini.

Check One: ☐ One influence point ☐ Two influence points

For the duration of one single adventure in the Duchy of Urnst, the character is entitled to borrow a hippogriff from the Gallini menagerie. Use the normal Monster Manual statistics for the hippogriff, and treat as a CR 4 animal companion for APL calculations.

If the hippogriff is slain during the course of the adventure, its value of 4,000 gp must be repaid to Sudrand. In either case, an influence point is expended.

☛ **Influence with the Veldeen Rhennee:** If the characters rescue Darla Seldoye from the slaver's base, they receive a measure of influence with the Veldeen Rhennee.

If the party used or purchased a heal spell to aid Darla, this certificate counts as two influence points with the Veldeen Rhennee, rather than one.

Check One: ☐ One influence point; ☐ Two influence points

By expending one influence point, the character may cancel out any single character's enmity of the Veldeen Rhennee.

By expending two influence points, Darla uses her Rhennee contacts to arrange the purchase of a rare item for the character. Using this influence grants the character purchase access to any single magic item listed in a builder book (as defined by RUP-2) valued at 10,000 gp or less. This does not reduce the cost of the item, which must be paid in full by the purchasing character.

Event _____ Date: _____

DM: _____

Signature

RPGA #

ITEMS BOUGHT

Total

Consumable

Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wonderous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1.

2.

3.

Consumable Items

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Bought/Sold Amounts

New Starting gp