



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URD5-101 Amongst the Hills
A Regional Interactive
Set in the Duchy of Urnst

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

The below maximums are per TU spent

APL 2

max 225xp; 225gp

APL 4

max 337xp; 325gp

APL 6

max 450xp; 450gp

APL 8

max 562xp; 650gp

APL 10

max 675xp; 1,150gp

APL 12

max 787xp; 1,650gp

APL 14

max 900xp; 3,300gp

APL 16

max 1,012xp; 4,950gp

Favor of the Hall of Maps: For making a detailed map of the Abbor-Alz Hills area, the Hall of Maps has waived the entrance fee to join the Hall of Maps metaorg. In addition, the character receives regional access to folding boat, and boots of the winterlands.

Favor of Defenders of the Celadon: For sharing information with them, you have a favorable reputation with the Defenders of the Celadon and receive a +2 modifier on future reactions with NPCs who are members. In addition, you receive access to upgrade one weapon with the bane (human) ability.

Diplomatic Crisis: For revealing sensitive information to a non-Ducal source, all TU costs for this character for the DDC are doubled. Promotion within the DDC and/or retirement from the DDC are barred for one calendar year. TU costs for the next two Duchy of Urnst regional modules played by this character are doubled, regardless of whether the character is a member of the DDC or not.

Favor of the Sand Giants: The Sand Giants of the Bright Desert wish to reward a Hero of your Honor and Integrity. For an exchange of 2 TU they will teach you the Endure Heat feat (Sandstorm) whenever you have a feat slot to fill.

Access to the Rookery: For securing Eratosh's stronghold and securing the services of the caretaker of the Rookery, you have been granted access to purchase either a medium or a large sized hippogriffs once. All statistics and costs are standard as per the MM.

Influence Point with Ellis Lorinar: For your actions Amongst the Hills, Lord Ellis Lorinar will put in a good word for you with the Ducal Guard, Ducal Diplomatic Corps, or any noble house. In addition, this influence point may be used to upgrade 'Ellis Lorinar Pulls Some Strings' from URD3-05 Plague of Rage.

Favor with Duke Karll: For taking care of lingering problems in the Abbor-Alz, Duke Karll has ordered the Ducal Guard to grant you regional access to weapon and armor upgrades. APL 4+: Armor to +2 APL 6+: Weapon to +2 APL 8+: Armor to +3 APL 10+: Weapon to +3 APL 12+: Armor to +4 APL 14+: Weapon to +4. Access is cumulative.

Minor Emnity of House Urlirel: You may spend one influence point with House Urlirel to cancel this enmity.

Influence point with House Urlirel

TU Starting TU

TU Cost

TU Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Possum pouch (Adventure, CV)
Eyes of the Eagle (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- Screaming Bolt (Adventure, DMG)
Lens of Detection (Adventure; DMG)

APL 6 (all of APL2-4 plus the following)

- Sizing Weapon Ability Upgrade (+1 bonus) (CV)
Gloves of Fortunate Striking (Adventure; MH; 2,000gp)
Vest of Resistance +2 (Adventure, CA)

APL 8 (all of APL2-6 plus the following)

- Lesser Metamagic Rod of Empowerment (Adventure; DMG; 9,000gp)
Vest of Resistance +3 (Adventure; CA; 9,000gp)
+1 Elfbane Light Crossbow (Adventure, DMG)

APL 10 (all of APL2-8 plus the following)

- Feathered Armor Ability Upgrade(+2) (Adventure; AEG)
Headband of Conscious Effort, (Adventure; CV; 4,000gp)
Cloak of Charisma +4 (Adventure, DMG)
Vicious Scimitar (Adventure)

APL 12 (all of APL2-10 plus the following)

- Bracers of Armor +4, (Adventure; DMG; 16,000gp)
Access to Fire Resistance, Lesser

APL 14(all of APL2-12 plus the following)

- Access to Fire Resistance

APL 16 (all of APL2-14 plus the following)

- Access to Fire Resistance, Greater

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp

GP Starting GP

GP GP Spent

GP Subtotal

GP GP Gained

GP Subtotal

GP GP Gained

GP Subtotal

GP GP Spent

GP Subtotal

GP FINAL GP TOTAL

XP Starting XP

XP XP lost or spent

XP Subtotal

XP XP Gained

XP FINAL XP TOTAL