



This Record Certifies that



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by Player RPGA #

Has Completed
URD5-I02 - Rules of Engagement
A Regional Interactive Adventure
Set in the Duchy of Urnst

Event: Date:
DM: Signature RPGA #

Home Region

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 Noble House

Enmity of Noble House. You've been named as responsible for the disappearance of a noble of this house and everywhere you go in the Duchy, people seem to be watching you and getting in your way. Pay an extra 100 gp during the next Duchy of Urnst Regional module you play.

Marked - There is a small pock mark on your left arm that you don't remember being there before and you can't remember getting.

Favor of Jolen Lorinar - One time only, the PC can gain an immediate audience with the senior authority of a Lendorian temple in the Duchy of Urnst. Alternatively, the PC can have a ring of

protection +1 or +2 upgraded to +3, but it costs 2 TU to have this done. Cross off when used.

Favor of Leara Tarnel - Leara knows who the best trainers are. A PC can redeem this favor for access to one Limited spell of 3rd level or lower; or to one Limited Feat so long as that feat is a valid fighter bonus feat. Cross off when used.

Favor of Ellinka Reede - Ellinka can make House Reede's trading contacts available to the PC. This favor can be redeemed to purchase one suit of armor, one shield, one weapon, or 50 pieces of ammunition made of adamantine. Alternatively, the PC can purchase one metamagic rod of 10,000 gp value or less from the DMG. Cross off when used.

TU Starting TU

TU Cost

Added TU Costs

TU REMAINING

XP Starting XP

XP lost or spent

XP Subtotal

XP Gained

XP FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Hat of Disguise (Adventure; DMG; 1,800 gp)
Wand of Cure Light Wounds (Adventure; DMG; 750 gp)

APL 4 (all of APL 2 plus the following):

- +2 dagger (Adventure; DMG; 8,302 gp).
wand of knock (Adventure; DMG; 4,500 gp).

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

- amulet of natural armor +2 (Adventure; DMG; 4,000 gp).
armor enhancement slick (Adventure; DMG; +3,750 gp).

APL 8 (all of APLs 2-4 plus the following):

- +1 keen rapier (Adventure; DMG; 8,320 gp).
lesser rod of extension (Adventure; DMG; 3,000 gp).

APL 10 (all of APLs 2-8 plus the following):

- chain shirt +2 (Adventure; DMG; 4,250 gp).
ring of protection +2 (Adventure; DMG; 4,000 gp).

APL 12 (all of APLs 2-10 plus the following):

- ring of mind shielding (Adventure; DMG; 8,000 gp).
armor enhancement slick, improved (Adventure; DMG; +15,000 gp).

APL 14 (all of APLs 2-12 plus the following):

- periapt of wisdom +4 (Adventure; DMG; 16,000 gp).
cape of the mountebank (Adventure; DMG; 10,080 gp).

APL 16 (all of APLs 2-14 plus the following):

- ring of protection +3 (Adventure; DMG; 18,000 gp).
armor enhancement slick, greater (Adventure; DMG; +33,750 gp).

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 Item

Subtract this value from your gp value

GP Starting GP

GP GP Spent

GP Subtotal

GP Gained

GP Subtotal

GP Gained

GP Subtotal

GP Spent

GP FINAL GP TOTAL