



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

### URD8-04-A Storm on the Horizon

A one-round regional adventure set in the Duchy 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; 6,600 gp

### APL 16

max 2,025 XP; 9,900 gp

**Gift of House Verle:** This jade figure in the form of House Verle's crest will come to your aid when need it most in defence of the Duchy of Urnst.

**Fellow Warriors:** Lucas Reede and his group of adventurers are willing to help you out in the future. If you are ever in need of a *raise dead* spell while playing in a Regional Duchy of Urnst adventure, their cleric Alma (now restored to life) is willing to cast it once free of charge as long as you provide the material component, a 5,000 gp diamond. This can be used only once each adventure round.

**Secret Ending:** Having woken up in a ditch, you have no memory of the events of this adventure. This PC has Passed \_\_\_ or Failed \_\_\_ (Mark one) their Will save for this event.

**Wanted:** The PC listed above is wanted under suspicion of murder within the Duchy of Urnst. For the next five adventures, if this PC does not succeed at a DC 20 disguise check each day they are within the Duchy of Urnst and around people, they will be arrested and placed in prison for 20 TUs.

A PC may willingly turn themselves in for murder, and after a trial be sentenced to 10 TUs worth of hard labor. Void this whenever the PC has served their time.

**Retrieval of Equipment:** Having been looted by enemy adventurers, you find yourself without any equipment, material wealth, and little more than clothes. This PC has the option to use up to 1 TU per 500 GP value of a single object to get it returned at no charge. This occurs after they have received the benefits of the Charity of Friends clause described in the LGCS.

TU

Starting TU

0 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

#### APL 8

- ❖ belt of battle (MIC; Adventure; 12,000 gp)
- ❖ scroll of teleport (PHB; Adventure; 1,125 gp)
- ❖ wand of energy substituted [acid] Ice Storm - 3 Charges left (PHB; Adventure; 1,260 gp)
- ❖ wand of energy substituted [fire] ice storm - 3 Charges left (PHB; Adventure; 1,260 gp)
- ❖ wand of improved invisibility - CL 10, 3 Charges left (PHB; Adventure; 1,800 gp)

#### APL 10 (all of APL 8 plus the following)

- ❖ ring of counterspell (DMG; Adventure; 2,500 gp)
- ❖ wand of energy substituted [acid] ice storm - 6 Charges left (PHB; Adventure; 2,520 gp)
- ❖ wand of energy substituted [fire] ice storm - 6 Charges left (PHB; Adventure; 2,520 gp)

#### APL 12 (all of APLs 8-10 plus the following)

- ❖ wand of energy substituted [acid] ice storm - 12 Charges left (PHB; Adventure; 5,040 gp)
- ❖ wand of energy substituted [Fire] ice storm - 12 Charges left (PHB; Adventure; 5,040 gp)
- ❖ wand of haste - CL 15, 10 charges left (PHB; Adventure; 6,750 gp)
- ❖ wand of improved invisibility - CL 15, 6 Charges left (PHB; Adventure; 5,400 gp)

#### APL 14 (all of APLs 8-12 plus the following)

- ❖ anklet of translocation (MIC; Adventure; 1,400 gp)

#### APL 16 (all of APLs 8-14 plus the following)

- ❖ rogue's vest (MIC; Adventure; 18,000 gp)
- ❖ wand of improved invisibility - CL 15, 10 Charges left (PHB; Adventure; 9,000 gp)

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

Subtotal

GP

FINAL GP TOTAL

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 value