



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**Wrapped In Death**  
**A Regional Adventure**  
**Set in the Principality of Ulek**



**Play Notes:**

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



Adventure Record#

**593 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

**APL 4**  
max 675 xp; 600 gp

**APL 6**  
max 900 xp; 800 gp

**APL 8**  
max 1,125 xp; 1,250 gp

**APL 10**  
max 1,350 xp; 2,100 gp

**APL 12**  
max 1,575 xp; 3,000 gp

*Cross out any game effects this character does not gain.*

**Royal Army Commendation**

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Principality of Ulek Royal Army, have received this commendation.

**Mine Rangers Commendation**

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Mine Rangers, have received this commendation.

**Necklace of Acid Balls (Type II)**

This necklace functions just like a *Necklace of Fireballs (Type II)* except that the type of damage is acid instead of fire.

*Caster Level:* 10<sup>th</sup>; *Prerequisites:* Craft Wondrous Item, Energy Substitution, *fireball*, *Market Price:* 2,700 gp; *Weight:* 2 lbs.

**Tataric Instructs**

This PC has gained access to the following spell:

*Detect Disease*

Divination

**Level:** Clr 0, Drd 0, Pal 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target or Area:** One creature, one object, or a 5-ft. cube.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object or area has been diseased or can deliver a disease. You can determine the exact type of disease with a successful Wisdom check (non-magical disease DC 20; magical disease DC 25). A character with the Heal skill may try a Heal check (DC as above) if the Wisdom check fails, or may try the Heal check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

**ITEMS FOUND DURING THE ADVENTURE**

*Cross off all items NOT found*

APL 4:

- ❖ *Boots of the Winterlands (Adventure, DMG)*
- ❖ *Cloak of Resistance +2 (Adventure, DMG)*
- ❖ *Everburning Torch (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Fly (Adventure, DMG)*
- ❖ *Potion of Haste (Adventure, DMG)*
- ❖ *Potion of Remove Blindness/Deafness (Adventure, DMG)*
- ❖ *Potion of Water Breathing (Adventure, DMG)*

APL 6 (APL 4 Items plus):

- ❖ *Necklace of Acid Balls [Type II] (Adventure, see above)*

APL 8 (APL 4, 6 Items plus):

- ❖ *Cloak of Resistance +3 (Adventure, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *Periapt of Health (Adventure, DMG)*
- ❖ *Ring of Feather Falling (Adventure, DMG)*

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ *Cloak of Resistance +4 (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

GP

Other Coin Spent

GP

Total Coin Spent

GP

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**

Items Sold table with columns for item name, quantity, and value.

Total Value of Sold Items

GP

Add 1/2 this value to your gp value

+ GP

**Items Bought**

Items Bought table with columns for item name, quantity, and cost.

Total Cost of Bought Items

GP

Subtract this value from your gp value

- GP