This Record Certifies that

_____

Played by_____
Player *RPGA #*

Has Completed

Axe of Corond

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*

_____
_____
_____
*Home Region*_____

Event: _____ **Date:** _____
DM: _____
Signature *RPGA #*

Adventure Record#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 6
max 900 xp; 900 gp

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

Cross out any game effects this character does not gain.

☛ *Gratitude of House Corond*

In thanks for successfully retrieving the *Axe of Corond* for the true prince of Ulek, the PC gains a +1 circumstance bonus to Charisma checks when dealing with House Corond or any of its members. Additionally, the PC gains access to purchase *belts of dwarvenkind* and *wands of cure light wounds* (Frequency: Regional).

If the PC has a home region of the Principality of Ulek, they gain additional access to the following items:

- *dwarven thrower* (Frequency: Regional)
- *periapt of proof against poison* (Frequency: Adventure)
- *wand of cure moderate wounds* (Frequency: Regional)
- *wand of cure serious wounds* (Frequency: Adventure)
- *wand of cure critical wounds* (Frequency: Adventure)

If the PC switches regions or fails to pay the mandatory War Tax in the future, they immediately lose the access to these additional items.

TU
Starting TU

1 or 2 TU
TU Cost

- TU
Added TU Costs

TU REMAINING

XP
Starting XP

- XP
XP lost or spent

XP
Subtotal

+ XP
XP Gained

XP
FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 6:
- ❖ *+1 keen short sword (Adventure, DMG)*
- ❖ *periapt of wisdom +2 (Adventure, DMG)*

APL 8 (all items from APL 6 plus):
- ❖ *+1 keen harmony short sword (Adventure, DMG and A&EG)*

APL 10 (all items from APL 6, 8 plus):
- ❖ *cloak of resistance +3 (Adventure, DMG)*

APL 12 (all items from APL 6, 8, 10 plus):
- ❖ *oil of magic vestment +5 (Adventure, DMG)*
- ❖ *potion of barkskin +5 (Adventure, DMG)*
- ❖ *potion of cure serious wounds (Adventure, DMG*
- ❖ *potion of shield of faith +5 (Adventure, DMG)*

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 ½ this value to your gp value

Items Bought
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
Total Cost of Bought Items _____
Subtract this value from your gp value

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