



This Record Certifies that

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

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

Has Completed  
DUL7-03 – Siren's Rock  
A Regional Adventure  
Set in the Dullstrand



Play Notes:

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

Adventure Record#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

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

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

Signature

RPGA #

**Befriended a Siren:** The PC gains a +2 circumstance bonus on Diplomacy with sirens.

**Blessing of Morganis:** If the PC ever starts drowning, Morganis's spirit automatically comes to save him, by casting a *water breathing* CL 7th on him. The round after starting drowning the PC is thus stabilized. Scratch when used.

**Curse of Morganis:** As long as the PC is on or underwater, he receives a -1 penalty on AC, attack roll, skill checks and saves. This effect can only be removed with a *limited wish* spell or a *remove curse* CL 15th.

**Cleansed the Siren's home:** The inhabitants of Siren's Rock are most grateful to the PC for his deeds. As a reward, they agree to give the PC access to the Wavekeeper prestige class. They also teach him the following spells: *kelpstrand* (SC) and *pressure sphere* (Stormwrack).

The PC also gains regional access to the items marked with \* if they found it.

**Thanks of the Dullstrand Pilots Guild:** For a job well done, the Dullstrand Pilots Guild grants you one of the following:

- Regional access to one suit of armor or weapon made of pearlsteel (Stormwrack).
- Upgrade one suit of armor with the *buoyant* or *gilled* special property (MIC) at normal price.
- Regional access to the following (all from the MIC): *amulet of aquatic salvation*, *corsair's eyepatch* and *spool of endless rope*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- ❖ +1 corrosive trident (Adventure; MIC)
- ❖ +1 ghost touch rapier (Adventure; DMG)
- ❖ Pearl of the sirines (Adventure; DMG)\*
- ❖ Periapt of health (Adventure; DMG)

APL 8 (all of APL6 plus the following)

- ❖ Rapidstrike bracers (Adventure; 3,100 gp; MIC)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Dust of disappearance (Adventure; DMG)
- ❖ Elixir of flaming fists (Adventure; 300 gp; MIC)
- ❖ Shirt of the leech (Adventure; 8,000 gp; MIC)

APL 12 (all of APLs 6-12 plus the following)

- ❖ +1 blurstrike shortsword (Adventure; 18,360 gp; MIC)

TU

Starting TU

2 or 4 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

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

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

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