



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC7-04- Lord of the Castle

A one-round regional adventure set in the County of Urnst
AR1/2



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#

597 CY
ADVENTURE

**LEVEL OF
PLAY**
(CIRCLE ONE)

APL 4

max 675 XP; 650 gp

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

☛ **Favor of Archbaron Malthanus Gellor:** counts as one influence point with House Gellor.

☛ **Gratitude of Lady Rochevette:** counts as one influence point with House Damian.

☛ **Eternal Gratitude of Sir Ebard:** counts as one permanent influence point with Sir Ebard Damian.

☛ **Meta-org Access:** For members of House Gellor, Knights of the County or member of the College of the Divine worshipping a good-aligned deity, the Markham's Armory favor does not expire. Any item marked with a "#" is considered access: regional.

☛ **Ire of Elphegor:** The devil known as Elphegor is unhappy that you dispatched some of his forces, and ruined his current plan. Any devil selects you as its first target, whenever it has a choice.

☛ **Favor of the church of Lydia:** The church of Lydia offers you the services of its members. Once per adventure set in the County, you may contact members of the Church to obtain the services of their sages. After 2 hours, you can make a Knowledge check with a bonus of +10. Since the sages do the checks, no other bonuses or penalty applies. (Unless specified, you can find a Lydian sage in any town in the County).

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 (all of APLs 2-4 plus the following)

❖ # +1 flaming composite longbow (+5 Str) (Adv; DMG)

APL 8 (all of APLs 2-6 plus the following)

❖ # +1 axiomatic battle axe (Adv; DMG)

❖ # +1 flaming composite longbow (+7 Str) (Adv; DMG)

❖ +1 mithral chain shirt (Adv; DMG)

❖ Bracers of quick strike (Adv; MH; 1,200gp)

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

❖ # +1 flaming frost shocking composite longbow (+7 Str) (Adv; DMG)

❖ +2 flaming humanbane greatsword (Adv; DMG)

❖ # +2 medium fortification full plate (Adv; DMG)

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

❖ # +2 flaming frost shocking composite longbow (+7 Str) (Adv; DMG)

❖ # +2 mithral chain shirt (Adv; 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



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC7-04- Lord of the Castle

A one-round regional adventure set in the County of Urnst
AR2/2



Play Notes:

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

Home Region _____

Event: _____ Date: _____

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Countess Belissica's Hairpins: The silver hairpins are 6 inches long with an adamantine thread as decoration. Crafted by the former Countess, they were some of her favorites, and were taken from her body as she lay in wake. Once per adventure, these hairpins grant the bearer a +1 sacred bonus to a single attack roll, saving throw, or skill check. Because she wore them so often, and was known for her selfless good deeds, they now give off a faint aura of good. Made accessible in gratitude for deeds benefiting the County, you may only purchase ONE hairpin, ever. These items are only available to good-aligned PCs with the County of Urnst as their home region and without any infamy points or Disfavors of House Gellor. Frequency: Regional (limit of one, ever); Caster Level 5th; cannot be crafted due to aura of good and history; Cost 2,000gp (only available through Lord Gellor)

Wanted for Murder: You escaped before trial and are now wanted for regicide in Markham. You may surrender yourself to the authorities and spending 4TUs going through the trial. If you are caught by the authorities of Markham, your trial takes 8TUs instead. Cross off once removed.

Executed: Sir Haurin had you executed, your body thrown in his private dungeon. To be raised, you must need to be rescued by a fellow surviving PC or you can request a special mission to the triad.

SEE AR 1/2

Starting TU

SEE AR 1/2

TU Cost

SEE AR 1/2

Added TU Costs

SEE AR 1/2

TU REMAINING

SEE AR 1/2

Starting XP

SEE AR 1/2

XP lost or spent

SEE AR 1/2

Subtotal

SEE AR 1/2

XP Gained

SEE AR 1/2

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

SEE AR 1/2

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

SEE AR 1/2

Other Coin Spent

SEE AR 1/2

Total Coin Spent

Items Sold

SEE AR 1/2

Total Value of Sold Items

Items Bought

SEE AR 1/2

Total Cost of Bought Items

SEE AR 1/2

Starting GP

SEE AR 1/2

GP Spent

SEE AR 1/2

Subtotal

SEE AR 1/2

GP Gained

SEE AR 1/2

Subtotal

SEE AR 1/2

GP Gained

SEE AR 1/2

Subtotal

SEE AR 1/2

GP Spent

SEE AR 1/2

FINAL GP TOTAL