



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URC6-08 Tainted Passion
A Regional Adventure
Set in the County of Urnst



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#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Gratitude of Baron Zeli Torquann:** This counts as an Influence point with House Torquann. Cross off once used.

☛ **Gratitude of Baron Fennin Duncombe:** The Baron is thankful for avenging his relative, this counts as an influence point with House Duncombe. Cross off once used.

☛ **Gratitude of the Vipers:** For letting one of their assassins go (through action or inaction), the Viper's Den thieves' guild feel they owe you a debt. If you are ever captured by them, spending this influence point means they will spare your life. Cross off once used.

☛ **Baron Fennin's Library:** The Baron has allowed you to spend time in his library where he owns the fames Grimoire Archanamacha. Doing so requires you to spend 1 TU (2 TUs for Characters not from the County of Urnst), and gives you access to the Suel Archanamach prestige class (CAR pg 63). All other prerequisites must be met before you can join the class. However, his eccentric ways means this is not reliable. When redeeming this favor, there is a 25% chance the Baron does not recognize you and throws you in jail for 1 TU before remembering who you were and giving you access to the Library. Cross this favor off once used.

TU

Starting TU

1 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 2:

- ❖ +1 mithral shirt (Adventure, DMG)
- ❖ Hat of disguise (Adventure, DMG)

APL 4 (all of APLs 2-4 plus the following):

- ❖ Vest of resistance +1 (Adventure, CAR)

APL 6 (all of APLs 2-4 plus the following):

- ❖ +1 unholy rapier (Adventure, DMG)
- ❖ +2 mithral shirt (Adventure, DMG)

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

- ❖ Potion of greater invisibility (CL7th, Adventure, DMG)
- ❖ Vest of resistance +2 (Adventure, CAR)

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

- ❖ Amulet of health +4 (Adventure, DMG)
- ❖ +1 unholy frost rapier (Adventure, DMG)

APL 12 (All of APL 2-10 plus the following):

- ❖ +1 unholy flaming frost rapier (Adventure, DMG)
- ❖ +2 buckler (Adventure, DMG)
- ❖ +3 mithral shirt (Adventure, DMG)
- ❖ cloak of charisma +4 (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

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

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