



This Certificate Certifies that

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

Has Completed  
*Purloined Letters*  
A Regional Adventure  
Set in the Duchy 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#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 4

max 1,350xp; 1,168gp

APL 6

max 1,800xp; 1,598gp

APL 8

max 2,250xp; 2,491gp

APL 10

max 2,700xp; 4,195gp

APL 12

max 3,150xp; 6,000gp

❖ **Favor of Julmar U'morael** -- For retrieving the correspondence of Imiriana U'morael, Julmar is in your debt. This favor may be used to gain one-time Adventure purchase access to a single magic item from the *Dungeon Masters Guide* that is listed on any of your Adventure Records.

❖ **Enmity of Julmar U'morael** -- Julmar is furious with you for not turning over her ancestor's correspondence. She has maligned your name throughout the College, giving you a -2 penalty to all social interactions involving College members. In addition, examinations taken at the College receive a -2 penalty, and Diplomacy checks in examinations receive a -5 penalty. The penalties expire two years after the real-world date the module was played, or after expending two favors or influence points from the College. The actual enmity may only be removed by returning the correspondence to Julmar.

❖ **Influence with the Stalwart Pines** -- By turning over Imiriana's correspondence to the Stalwart Pines, you have gained their trust. This allows you to join and advance in the Stalwart Pines regardless of your character's race. You also receive access to the ranger spells listed in *Master of the Wild* and the King/Queen of the Woods prestige class.

**Correspondence of Imiriana U'morael** -- The arcane lore contained within the personal letters of Imiriana U'morael will take years or decade study to fully comprehend. They tell of insights into the nature of the Far Realms, and tantalizing hints of the secrets needed to master the magics of Alienism. Many of the letters are to and from one Alaxus Tomarast of Altenmaure. The letters weigh 60 pounds and take up 8 cubic feet of space. Possession of the letters provides access to the Alienist prestige class, described in *Tome and Blood*.

❖ **Training from Oragh Wolfhart** -- In gratitude for his rescue, Oragh Wolfhart provides you personal instruction in fitness and fortitude. This training is completed between adventures, and does not require additional TU. The training gives the character access to the following feats from *Master of the Wild*: Dwarf's Toughness, Giant's Toughness, Dragon's Toughness, Resist Disease and Resist Poison.

❖ **Recognition of Duke Karll Lorinar** -- For the rescue of Oragh Wolfhart, you have received an ornately-decorated scroll tube bearing the seal of House Lorinar. It contains a scroll bestowing the official gratitude of Duke Karll Lorinar for your heroic deeds.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Silversheen* (Adventure; DMG)
- ❖ *Heward's handy haversack* (Adventure; DMG)
- ❖ Correspondence of Imiriana U'morael (only if the party chose to keep them; Adventure; 500 gp)

APL 6 (all of APL4 plus the following)

- ❖ *Elixir of fire breath* (Adventure; DMG)
- ❖ *Quaal's feather token, whip* (Adventure; DMG)
- ❖ *Scroll of resist energy* (Caster Level: 7<sup>th</sup>; Adventure; DMG)
- ❖ *Scroll of expeditious retreat* (Caster Level 5<sup>th</sup>; Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ *Potion of cure serious wounds* (Adventure; DMG)
- ❖ *Gauntlets of ogre power* (Adventure; DMG)
- ❖ *Pearl of power, 1<sup>st</sup> level* (Adventure; DMG)
- ❖ *Ring of feather falling* (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ *Bag of tricks, tan* (Adventure; DMG)
- ❖ *Headband of intellect +2* (Adventure; DMG)
- ❖ *Cloak of Charisma +2* (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ *+2 breastplate* (Adventure; DMG)
- ❖ *+1 elf bane greatsword* (Adventure; DMG)
- ❖ *belt of giant strength +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 \_\_\_\_\_

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

TU

Starting TU

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