



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URD4-09 – Lucky's Bane
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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Cross off all items NOT earned

☛ **Blood Ritual:** This character's alignment has swayed in regards to magical effects. Spells with the Good/Evil descriptor have a 50% chance to behave as if the character had a different alignment. Roll 1d6 to determine if the character is treated as Good (1-2), Neutral (3-4) or Evil (5-6) for purposes of that spell. This curse can be lifted by a *remove curse* cast by any Neutral aligned priest of 14th level or higher.

☛ **Gratitude of the Dwarves:** The dwarves of Dumadan are grateful for your efforts and opened their armories to you. This gratitude may be spent to gain access to purchase any one item made of either adamantine or mithral. For this purpose a bundle of 50 arrows or 50 bolts counts as a single item. You may expend one (or two) additional *Favor of the Ankri-Loem* to receive a 10% (or 20% for two) discount on the price of the item.

☛ **Access to the Craftmasters:** You may have the Dwarven craftsmen of Dumadan make you a single masterwork quality weapon from Table 1-4: Weapons in the *Arms and Equipment Guide* (excluding the Ammunition section), or from Table 4-6: New Exotic Weapons in *Complete Warrior*. This favor may alternatively

be used to create a Masterwork Large sized weapon from the tables mentioned above or Table 7-5 from the *Player's Handbook* at 150% of cost. Write the weapon chosen here:

☛ **Amulet of Moradin:** This amulet allows the wearer to speak, write, and understand Terran. It also acts as an *Amulet of Natural Armor +1*, giving the wearer a stone-like texture to their skin. In addition, it bestows protection vs. petrification. One time, when the bearer would be turned to stone through failure of a save or another effect, this amulet activates and negates that effect. Once this function activates, the amulet loses all properties except the ability to speak, write, and understand Terran.
CL 13th; Prereq: Craft Wondrous Items, creator must be dwarf, *tongues*; *barkskin*, *flesh to stone* Market Value 6,300, Weight 1 lbs

☛ **Blessings of Moradin:** Having destroyed the vile temple to Dispaten, the dwarven patron deity, Moradin, has blessed you. This blessing can be triggered to produce a *bless weapon* (10th level caster), or it can be used to remove the *Corruption of Dispaten*, a vile and terrible curse from URD3-01 *Stone Heart*.

☛ **Planar Forks:** This character has recovered a set of Planar Forks for the Material Plane and the Astral Plane.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- ❖ Amulet of Moradin (Adventure; See Above; 6,300 gp)
- ❖ Elemental Gem (Earth) (Adventure; DMG)
- ❖ Stone Salve (Adventure; DMG)
- ❖ Wand Cure Moderate Wounds (Regional; DMG)

APL 8 (all of APL6 plus the following)

- ❖ Amulet of Natural Armor +2 (Regional; DMG)
- ❖ Belt of Dwarvenkind (Adventure; DMG)
- ❖ Upgrade weapon to +2 (Regional; DMG)
- ❖ Wand of Cure Serious Wounds (Regional; DMG)

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

- ❖ Amulet of Natural Armor +3 (Regional; DMG)
- ❖ Mattock of the Titans (Adventure; DMG)
- ❖ Maul of the Titans (Adventure; DMG)
- ❖ Wand Cure Critical Wounds (Regional; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ Amulet of Natural Armor +4 (Regional; DMG)
- ❖ Lantern of Revealing (Adventure; DMG)
- ❖ Periapt of Proof against Poison (Adventure; DMG)
- ❖ Scarab of Protection (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 Item

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

I 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