



This Record Certifies that



Play Notes:

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

Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

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

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URD8-02-Everybody Loves Seoman

A one-round regional adventure set in the Duchy of Urnst

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

☛ **Released Shamar:** You have released the assassin Shamar and as thanks she has offered to teach you some of her icy knowledge. You may pick one of the follow to learn at your next opportunity: (feats) Cold Focus (FB); (spells) Arctic Haze (FB), Hailstones (SpC), Snowball Swarm (SpC).

☛ **Trespassing:** You have illegally entered a building sealed by the city watch, and while they may or may not know you were there, you know it. If you are a Paladin or other class with similar codes of conduct you have violated those vows and must atone accordingly.

☛ **Thanks of the Bar Rampant:** You have secured the release of the wrongfully arrested Bar Rampant members. You have their thanks, and the thanks of the former Duke, Karl Lorinar.

☛ **Crusader for Justice:** You have shown yourselves to be interested in proper justice to Lord Seoman Verle, and he has taken note. This favor may have future repercussions.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ +1 merciful falchion (Adventure; DMG; 8,375 gp)
- ❖ darkwood buckler (Adventure; DMG; 215 gp)
- ❖ scroll of scorching ray (energy substituted: cold) (Adventure; DMG/CA; 150 gp) (limit 1)

APL 8 (all of APL 6 plus the following)

- ❖ +2 darkwood buckler (Adventure; DMG; 4,215 gp)
- ❖ +2 mithril chain shirt (Adventure; DMG; 5,100 gp)

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

- ❖ +1 keen merciful falchion (Adventure; DMG; 18,375 gp)
- ❖ +3 mithril chain shirt (Adventure; DMG; 10,100 gp)
- ❖ coldfire (Adventure; Frostburn; 50 gp) (limit 4)

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

- ❖ +3 darkwood buckler (Adventure; DMG; 9,215 gp)

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

0 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