



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 4

max 600 XP; 600 gp

APL 6

max 900 XP; 1,000 gp

APL 8

max 1,170 XP; 1,700gp

APL 10

max 1,380 XP; 2,900 gp

Played by _____
Player _____ RPGA # _____

Has completed
Eloped
A Regional Adventure
set in the City of Dyvers

	TU Expenditure Notes
Other TUs Spent	
TUs Remaining	

☛ In gratitude for services rendered, Shorn Lartoln, a member of the Gentry of Dyvers, has offered to provide you with access to purchase of or training in any of the following items in the future: Weapons with either the merciful or seeking enhancement from *Sword and Fist*. Training in the Subdual Substitution feat from *Tome and Blood*. Armor and shields with the Aquatic (with or without Water Breathing) and Wild enhancements from *Masters of the Wild*. Training in the feats Empower Turning, Heighten Turning, or Quicken Turning detailed in *Defenders of the Faith*. (Frequency: Regional)

Starting XP
XP Gained
XP Spent
New XP
/
Starting gp
/
Gp Gained

Event _____ Date: _____
DM: _____
Signature _____ RPGA # _____

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

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scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wonderous item: market value.
arrow or bolt: 5 cp normal, 7 gp master-
work, 1 gp silver, 40 gp +1, 160 gp +2,
360 gp +3, 640 gp +4, 1000 gp +5

Other Coin

--

ITEMS SOLD

Total

ITEMS BOUGHT

Total

/
Gp Spent
/
End of Adventure gp
/
Bought/Sold Amounts

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1. _____

2. _____

3. _____

Consumable Items

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/
New Starting gp



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☛ Marlae Lartoln, only child of the powerful Lartoln Merchant House, is deeply infatuated with you. Her attention has benefits, as you can always count on having her accompany you within Dyvers if you wish, and she is happy to pay your keep. Her attention also has its drawbacks. She frequently shows up when you do NOT want her present, and she loves to help you demonstrate your capabilities and competence.

Marlae pays 12 gp per TU spent in the Dyvers region on your upkeep costs. This amount should be deducted from the amount you spend on upkeep, but you need to mark the actual level of upkeep maintained on your Adventure Cert.

Having the attractive heir of one of the more powerful Dyvers Gentry with you can provide certain social benefits in appropriate circumstances. Use of this benefit is extremely subjective, and DMs should not be afraid of penalizing the player for bringing Marlae along where she shouldn't be going.

During every event that takes place within the City of Sails, Marlae finds the char-

acter and attaches herself to him for a period of time, at the DM's discretion for timing and duration. Her simple presence can make certain situations problematic.

When the characters are in negotiations of any kind, and Marlae is present, she attempts to reinforce her perception of the character, including volunteering his efforts without compensation, picking fights for him because she knows he can win them without any difficulty, and insisting on paying full price for the best goods, because anything else would be beneath his status. Yes, this means that she can talk the character out of receiving any portion of explicit reward. In such a case the character is naturally allowed to receive his full share of loot value, if any.

☛ **Marlae:** Female human Ariz; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike); AL LN; SV Fort +1, Ref +1, Will +3; Str 10, Dex 12, Con 12, Int 13, Wis 10, Cha 15.

Skills and Feats: Appraise +6, Bluff +7, Diplomacy +9, Knowledge (Dyvers) +6, Perform (dance, sing) +7, Sense Motive +7; Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Possessions: Noble's outfit.

Marlae is a very attractive, graceful, trained social weapon. Her primary concern is normally the family business, but her infatuation with your character has distracted her

Event _____ Date: _____

DM: _____

Signature

RPGA #

ITEMS BOUGHT

Total

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☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

Other Coin

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Total

EQUIPMENT LIST (list item and gp value)

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1.

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Consumable Items

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End of Adventure gp

Bought/Sold Amounts

New Starting gp