



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URD6-05 Desperate Measures
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



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

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Worked for _____ (meta-org/faction). Check one of:

- ☐ Enmity: Because you bungled the Lady Zikka affair, you may not use an influence with this faction or gain a rank in this meta-org, until you have removed this enmity with the expenditure of an influence with the org/faction or an allied house.

- ☐ Influence: Your success has been noted. Used or removed on AR #: _____.

Major Enmity of House Kaste: House Kaste will not soon forgive you for your actions against Lady Zikka. You are barred from joining the Ducal Navy or the Strong Harts. You may not spend influence with the Strong Harts nor Lord Ellis until 4 of their influences have been spent to remove this enmity. Removed on AR #: _____.

Enmity of House Meissel: House Meissel is displeased with your support of the Atherlea Five, and is exerting their influence to make trading difficult. For your next two regional purchases of 500+ gp you must either spend an influence or pay an additional 25%. Applied on AR # _____ & _____.

Enmity of the Vale Halflings: You have a -5 to Diplomacy and Charisma with Halflings from the Vale until this is removed by the expenditure of 2 influence that involve Halflings. Removed on AR: _____.

Friend of _____ House Meissel and/or, _____ House Kaste: See the Houses of the Duchy meta-org for details.

Friend of the Vale: See the Keepers of the Vale meta-org for details.

Favor of the Vale Halflings: The Halflings of the Vale provide regional access to starred items below.

Favor of the Ducal Guard: The assistance you provided the Ducal Guard during the riots has been noted. You gain regional access to the items marked with DG (below).

Wanted by the Duchy: If this character passes undisguised through Leukish, Nellix, Upper Seltaren, or Splendorril, there is a 50% chance that someone reports them as wanted. They are then captured by a crack team of Shadow Bears (after the adventure) and sentenced, losing 12 TU and 1,000 gp. Disguised characters must make a Disguise check (DC 10 + character level) or are treated as if undisguised (above). Sentence served on AR #: _____.

Member of the Vale Resistance: Your effort to help free the Atherlea Five has gained you recognition among the resistance. Adventure Upkeep is free for adventures that start or end in the Vale and you automatically evade the Wanted by the Duchy consequences while in Splendorril.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Wand of Magic Missiles (3rd) (Regional; DMG; 2,250 gp).
- ❖ Sashlings (Adventure*; RW; 10 gp).
- ❖ Honey Leather items (all) (Adventure*; RW; price varies)
- ❖ Blunt Arrows (Adventure DG; AE; 5 sp).
- ❖ Silversheen (Adventure DG; DMG; 250 gp).
- ❖ Necromantic Spell book including: Spirit Worm (SpC), Cause Fear, Command Undead, & Ghoul Touch (Adventure; 300 gp).

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

- ❖ Boots of Striding and Springing (None*; DMG; 5,500 gp).
- ❖ Horn of Fog (None DG; DMG; 2,000 gp).
- ❖ Pearl of Power (1st-level spell) (Regional; DMG; 1000 gp).
- ❖ Necromantic Spell book including: Incorporeal Enhancement (SpC), Animate Dead, and Fear (Adventure; 550 gp).

APL 6 (all of APL 4 plus the following):

- ❖ Headband of Intellect +4 (Regional; DMG; 16,000 gp).
- ❖ Amulet of Health +4 (None DG; DMG; 16,000 gp).
- ❖ Vest of Escape (None*; DMG; 5,200 gp).

APL 8 (all of APL 6 plus the following):

- ❖ Pearl of Power (2nd-level spell) (Regional; DMG; 4,000 gp).
- ❖ Wand of Magic Missiles (5th) (Regional; DMG; 3,750 gp).
- ❖ Scabbard of Keen Edges (None DG; DMG; 16,000 gp).
- ❖ Boots of Speed (None*; DMG; 12,000 gp)
- ❖ Necromantic Spell book including: Contagion, Waves of Fatigue, & Wrack (SpC) (Adventure; 700 gp).

APL 10 (all of APL 8 plus the following):

- ❖ Stone of Good Luck (None*; DMG; 20,000 gp).
- ❖ Flame Tongue (None DG; DMG; 20,715 gp).

APL 12 (all of APL 10 plus the following):

- ❖ Headband of Intellect +6 (Regional; DMG; 36,000 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 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

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