Living Greyhawk

This Record Certifies that

_____

Played by_____

Player *RPGA #*

Has Completed

A Romantic Interlude

A Regional Adventure

Set in the Principality of Ulek

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 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

Cross out any game effects this character does not gain.

☛ *Wanted!*
For deciding to skip out on being questioned by the Principality of Ulek Royal Army, you are now *wanted*. During play during any Principality of Ulek event, or Sheldomar Valley meta-regional scenario that takes place within the Principality of Ulek, the PC risks being discovered. If discovered, the PC must pay 4 additional TUs while being questioned. To avoid being discovered, the PC can make either a Diplomacy check (DC 25) or a Bluff and a Disguise check (DC 25 each) at the beginning of the scenario. Failed checks result in being discovered. While *wanted*, the PC cannot use any Principality of Ulek favors or influence points nor join any Principality of Ulek meta-gaming organization. Once discovered, the PC is no longer *wanted*, and this effect is voided.

☛ *Favor of the Leper*
For assisting a man known only as the Leper with the rebuilding of his shack, he has offered to sell you his one valuable possession. At any time you can trade this favor in for access (Frequency: Adventure) to his *ring of water breathing*.

Ring of Water Breathing
This ring of bluish metal set with pearls allows the wearer to continuously benefit from the effects of the spell *water breathing*.
Moderate transmutation; *Caster Level:* 5th; *Prerequisites:* Forge Ring, *water breathing*; *Market Price:* 30,000 gp; *Weight:* --.

☛ *Principality of Ulek Royal Army Commendation*
For successfully defeating a potential threat to a member of the Principality of Ulek Royal Army, you, a member of the Principality of Ulek Royal Army, have received this commendation from Colonel Krufec Brightsilver.

☛ *Recommendation for the Principality of Ulek Royal Army*
For successfully defeating a potential threat to a member of the Principality of Ulek Royal Army, you have received a recommendation from Colonel Krufec Brightsilver to join the Principality of Ulek Royal Army.

TU
Starting TU

1 or 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

ITEMS FOUND DURING THE ADVENTURE
Cross off all items ***NOT*** *found*

APL 2:
- ❖ *+1 Mighty Cleaving Dwarven Waraxe (Adventure, DMG)*

APL 4 (APL 2 Items plus):

APL 6 (APL 2, 4 Items plus):

APL 8 (APL 2, 4, 6 Items plus):
- ❖ *Trident of Warning (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

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