



This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed
ULP4-08 Legacy of Blood
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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

- APL 2 max 450 xp; 450 gp
APL 4 max 675 xp; 650 gp
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

Cross out any game effects this character does not gain.

Recommendation from the Mine Rangers and Royal Army
For your bravery to assist the Principality of Ulek in the face of extreme danger, both Baren Gorunn of the Royal Army and Sergeant Rowin Malerik of the Mine Rangers have given you their personal recommendations to join either of their respective military branches.

Gratitude of the Mine Rangers, Royal Army, or Liegeman of the Prince
For your efforts, members of the Royal Army, Mine Rangers, and Liegeman of the Prince have used their contacts and resources to grant you access (Frequency: Regional for the upgrades, Any for the feats) to purchase (or select in the case of the feats) any one of the following feats or weapon or armor upgrades (circle the one selected).

If this PC is also a member of either the Royal Army or Mine Rangers and chooses to spend an additional 2 TUs (representing extra training), they gain access to the Prestige Class of Tactical Soldier (MH).

Gratitude of the Church of Lydia
The Church of Lydia is very grateful that the PCs have revealed the actions of Eliazar Lightbringer. In gratitude, the PCs are granted access (Frequency: Regional for the items, Any for the feats) to purchase (or select in the case of the feats) the following feats or magic items: circlet of blasting, minor, wand of searing light (5th level caster), wand of searing light (8th level caster) (APL 8+ only), circle of blasting, major (APL 8+ only), Extra Domain Spell feat (MH).

Arzen's Spellbook I
1st - magic missile, unseen servant, animate rope, comprehend languages, grease; 2nd - blur, scorching ray, fox's cunning.
Market Price: 550 gp; Weight: 3 lb.

Arzen's Spellbook II
1st - true strike; 2nd - spider climb; 3rd - arcane sight, lightning bolt.
Market Price: 450 gp; Weight: 3 lb.

Arzen's Spellbook III
1st - shocking grasp; 2nd - bear's endurance; 3rd - fly, shrink item; 4th - stoneskin, ice storm.
Market Price: 850 gp; Weight: 3 lb.

ITEMS FOUND DURING THE ADVENTURE

- Cross off all items NOT found
APL 2: +1 Shiletto Shield (Adventure, A&EG), Arzen's Spellbook I (Adventure, see above), Elixir of Vision (Adventure, DMG), Field Provisions Box (Adventure, MH), Frost Shard Dagger (Adventure, A&EG), Wand of Burning Hands (2nd level caster, Adventure, DMG)
APL 4 (APL 2 Items plus): Bag of Endless Calltrops (Adventure, A&EG), Brooch of Shielding (Adventure, DMG), Elixir of Five Breath (Adventure, DMG), Gloves of Missile Snaring (Adventure, DMG), Pearl of Power - 1st level (Adventure, DMG), Stone of Alarm (Adventure, DMG)
APL 6 (APL 2, 4 Items plus): Arcane Scroll of Glitterdust (4th level caster, Adventure, DMG), Arzen's Spellbook II (Adventure, see above), Bracers of Armor +2 (Adventure, DMG), Oil of Greater Magic Weapon +2 (Adventure, DMG), Wand of Scorching Ray (3rd level caster, Adventure, DMG)
APL 8 (APL 2, 4, 6 Items plus): +1 Cold Iron Spiked Gauntlet (Adventure, DMG), +1 Corrosive Heavy Pick (Adventure, A&EG), Lens of Detection (Adventure, DMG), Pearl of Power - 2nd level (Adventure, DMG), Ring of Protection +2 (Adventure, DMG), Wand of Scorching Ray (7th level caster, Adventure, DMG)
APL 10 (APL 2, 4, 6, 8 Items plus): Arzen's Spellbook III (Adventure, see above), Bracers of Armor +3 (Adventure, DMG), Exploding Spike (Adventure, MH, Limit One), Ioun Stone - Dusty Rose Prism (Adventure, DMG), Saddle of Weather Protection (Adventure, A&EG), Steadfast Boots (Adventure, A&EG)
APL 12 (APL 2, 4, 6, 8, 10 Items plus): +1 Acidic Burst Heavy Pick (Adventure, A&EG), +2 Light Fortification Chainmail (Adventure, DMG), Cloak of Charisma +4 (Adventure, DMG), Periapt of Wisdom +4 (Adventure, DMG), Potion of Barkskin +4 (Adventure, DMG), Potion of Good Hope (Adventure, DMG), Potion of Shield of Faith +5 (Adventure, DMG), Ring of the Ram (Adventure, DMG), Wand of Scorching Ray (11th level caster, 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 1/2 this value to your gp value

Items Bought
Total Cost of Bought Items
Subtract this value from your gp value

TU
Starting TU
1 OF 2 TU
TU Cost
Added TU Costs
TU REMAINING

XP
Starting XP
XP lost or spent
Subtotal
XP Gained
FINAL XP TOTAL

GP
Starting GP
GP Spent
Subtotal
GP Gained
Subtotal
GP Gained
Subtotal
GP Spent
FINAL GP TOTAL