



This Record Certifies that

Played by _____ Player RPGA # _____

Has Completed ULP5-08 Flotsam and Jetsam 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# 595 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

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

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

Cross out any game effects this character does not gain.

Averk's Spellbooks: This PC gains access to one or more of Averk's spellbooks...
APL 4: 1st - burning hands, cause fear, expeditious retreat, identify, mage armor, magic missile, Tenser's floating disk; 2nd - flaming sphere, mirror image, pyrotechnics, scorching ray. Market Price: 750 gp.
APL 6: 2nd - earthen grasp (Complete Arcane); 3rd - displacement, fireball, haste, lightning bolt. Market Price: 700 gp.
APL 8: 4th - fire shield, shout, wall of fire. Market Price: 600 gp.
APL 10: 4th - mass reduce person; 5th - Bigby's interposing hand, cone of cold, overland flight. Market Price: 950 gp.

Enmity of the White Trident Tribe: For slaying one of their priests, you have been marked as an enemy by the sahaugin of the White Trident Tribe. This PC is targeted by sahaugin of the White Trident Tribe above all others, and the sahaugin of this tribe fight to the death to kill this PC.

Commendation/Recommendation for the Military: For showing valor and dedication to your duty by rescuing the folk of Marlin, the Admiralty has issued a commendation, noting your valor and skill. You are one step closer to promotion, sailor!

If you are a civilian, you instead receive a recommendation to join the Principality's military. Should you join the Royal Army, Navy, or Mine Rangers at any time in the future, you are considered to already have acquired a commendation. You can only join with one commendation, no matter how many recommendations you have earned.

Curse of Lycanthropy - Wereshark: Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope.

Osprey's Mark: Sten Osprey has taken a shine to you, and he had your likeness added to his collection of tattoos. You gain access (Frequency: Regional) to purchase the following items (from Stormwrack) from Sten: masterwork harpoon, +1 shock harpoon, +1 returning harpoon.

Gratitude of the Fisher Folk: For rescuing the folk of Marlin from a lifetime of slavery, this PC has the gratitude of all fishermen and sailors who ply a living on the Principality's coast. You have a +2 circumstance bonus to all Cha-based checks made in a coastal village or the docks area of any large city, while in the Principality of Ulek.

TU Starting TU

I 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 4 (all of the following):

- +1 Large Breastplate or +1 Large Greatclub (Adventure; Dungeon Master's Guide)
+1 Sharkskin Armor (Adventure; Stormwrack)
Arcane Scroll of Mirror Image (CL 4th; Adventure; Dungeon Master's Guide)
Averk's Spellbooks (Adventure; See Above)
Elixir of Sneaking (Adventure; Dungeon Master's Guide)
Large Javelin (Adventure; Dungeon Master's Guide)
Masterwork Aquatic Crossbow (Adventure; Stormwrack)
Monocle of Perusal (Adventure; Complete Adventurer)
Navigator's Kit (Adventure; Arms & Equipment Guide)
Wand of Scorching Ray (CL 3rd; Adventure; Dungeon Master's Guide)

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

- +2 Sharkskin Armor (Adventure; Stormwrack)
Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)
Quiver of Ehlonna (Adventure; Dungeon Master's Guide)
Wand of Shield (CL 1st; Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 4, 6 plus the following):

- +1 Shock Trident (Adventure; Dungeon Master's Guide)
+2 Chain Shirt (Adventure; Dungeon Master's Guide)
+2 Large Breastplate (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 4, 6, 8 plus the following):

- +1 Returning Large Javelin (Adventure; Dungeon Master's Guide)
+2 Full Plate (Adventure; Dungeon Master's Guide)
+3 Sharkskin Armor (Adventure; Stormwrack)
Bag of Teeth (Adventure; Stormwrack)
Javelin of Lightning (Adventure; Dungeon Master's Guide)
Pearls of Power, 1st Level Spell or 2nd Level Spell (Adventure; DMG)
Ring of Protection +2 (Adventure; Dungeon Master's Guide)

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

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

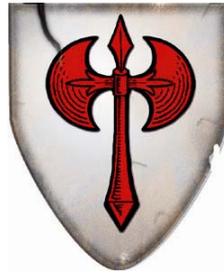
- GP GP Spent

GP FINAL GP TOTAL

This Record Certifies that

Played by _____
Player RPGA #

Has Completed the Optional Encounter
In ULP5-08 Flotsam and Jetsam
A Regional Adventure
Set in the Principality of Ulek



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

Play Notes:

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



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 337 xp; 325 gp

APL 6

max 450 xp; 450 gp

APL 8

max 562 xp; 650 gp

APL 10

max 675 xp; 1,150 gp

Cross out any game effects this character does not gain.

➤ **Hag's Thrall:** You have traded your virtue to restore a knight's health. You have spent 1 additional TU serving the Sea-Witch, but have no recollection of exactly what you did for her. As she set you ashore at the completion of your duties, she laughed and said she would present your son to you in a few years; she then disappeared in a flash of steam.

➤ **The Sea-Witch's Ire:** You have bested the Sea-Witch and cleverly made her swear to take no vengeance upon you. Her rage simmers, but you are safe for now.

➤ **The Sea-Witch's Wrath:** You have bested the Sea-Witch but foolishly did not make your safety one of the conditions of the bargain. If you spend one full day on, under, or at the shore of the Azure Sea, you suffer a -1 luck penalty to all attacks, saving throws, and checks; this penalty increases by 1 for each additional day you spend there and decreases by 1 for each day you spend away from there. The penalty may be negated temporarily by a *remove curse* or *break enchantment* cast by a 10th level or higher caster (7th level if a cleric with the Water or Ocean domain), but it begins to accumulate again the next day unless you leave the Azure Sea. It can be permanently removed by a *limited wish*, *wish*, or *miracle* spell.

➤ **Osprem's Favor:** For restoring one of her sacred knights to health, Osprem has laid her favor upon you. You may appeal to Osprem in a moment of need to gain the benefits of a *water breathing* or a *water walk* spell, as if cast by a 20th level cleric of Osprem. Once you have invoked this favor three times, mark it as USED; the debt is considered paid and no further appeals will be heard. ◇ ◇ ◇

➤ **Oathbreaker!** You have killed the Sea-Witch after promising to release her unharmed. In punishment for such treachery, you have been laden with Procan's *mark of justice*. The word "oathbreaker" is blazoned indelibly on your cheek in Aquan; you have a -4 circumstance penalty to all Chabased checks made with Aquan speakers who can see this mark.

Furthermore, if you ever come into contact with the waters of the Azure Sea in the future, this curse takes full effect; you gain a -6 penalty to your highest natural attribute; determine randomly if there is a tie. This curse may only be removed by the following spells: *wish*, *miracle*, *remove curse* (17th level divine caster of Procan), or *atonement* (divine caster of Procan).

➤ **A Leper's Gratitude:** Sir Valier Cresting Wave, once known as the Leper, owes you the debt of life and health. You may accept his thanks in one of three ways (circle the one selected below):

Favor of Healing: After any adventure set in the Principality of Ulek (or the Sheldomar Valley metaregion for 1 additional TU cost), you may have Sir Cresting Wave cure you of any disease (that is affected by *remove curse* or *remove disease*, CL 12th).

Favor of Knowledge: Sir Cresting Wave accepts you as a squire. This grant access to (and fulfills the special requirement of) the Knight of the Pearl prestige class (*Stormwrack*). It also provides access (Frequency: Regional) to purchase the pearlsteel special material and the aquatic weapon special ability (both from *Stormwrack*).

Favor of Friendship: Sir Cresting Wave introduces you to the blessed hippocampi, which dwell in the holy seas of Celestia. At the beginning of any adventure taking place on or near a large body of water, you may replace your usual special mount (as per the paladin class or a similar class/prestige class ability) with a celestial hippocampus (see *Stormwrack* and the *Dungeon Master's Guide*) for the duration of the adventure.

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 4 (all of the following):

- ❖ Keoghtom's Ointment (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Protection +2 (*Adventure; Dungeon Master's Guide*)

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

- ❖ Wand of Energy Substituted (*Electricity*) Scorching Ray (CL 3rd; *Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 4, 6 plus the following):

- ❖ Heward's Handy Haversack (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of the Ram (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 4, 6, 8 plus the following):

- ❖ Horn of the Tritons (*Adventure; Dungeon Master's Guide*)

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