Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
ULP5-09 *Traveling Tales*
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_____

Adventure Record#

595 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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

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

Cross out any game effects this character does not gain.

☛ **A Wink from the Shadows**: For rescuing a halfling from danger using guile rather than brute force, you have gained the notice of a divine agent of Brandobaris. You may appeal to Brandobaris in a moment of need to gain the benefits of an *invisibility* and a *nondetection* spell, as if cast by a 20th level cleric of Brandobaris. Once you have invoked this favor, mark it as USED; the debt is considered paid and no further appeals will be heard.

☛ **A Pair of Charming Visitors**: After rescuing a child of your people using guile rather than brawn, you have had an unusual dream – two beautiful halflings, as like as siblings, but as different as sun and shadow, thank you for your courage. For one year from the date on this Adventure Record you gain a +1 sacred bonus to all saving throws. Furthermore, you are considered to have met a representative of Yondalla and/or Brandobaris for the purposes of meeting the requirements of prestige classes.

☛ **Plague-Breaker**: For having struck the critical blows that destroyed the *Cauldron of Ills*, you have triumphed over disease itself, at least for a while. You are now immune to all diseases, event those that are magical or supernatural in nature, for one year from the date on this Adventure Record. Furthermore, if you have the class or prestige class ability to use *remove disease*, you can now use that ability as if you were 6 levels higher in that class.

☛ **Commendation/Recommendation for the Military**: For showing valor and dedication to your duty by discovering and ending an insidious plot to sow plague and death amongst the folk of Havenhill, the Quartermaster-General has issued a commendation, noting your valor and skill. You are one step closer to promotion, soldier!

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.

☛ **Friends Amongst the Traveling Folk**: You have been made an honorary member of the Dusty Boot clan of lightfoot halflings. There is always a place for you among their wagons, and they are happy to share the strange and unusual items they come across in their travels. You gain access (Frequency: any adventure set in the Sheldomar Valley) to the following items: *wand of cure light wounds* – CL 1st, *pipes of the sewers, pipes of sounding, scarf of warmth* (*Complete Adventurer*), *shawl of bewitching* (*Complete Adventurer*), *flute of the snake* (*Complete Adventurer*), *halfling skiprock* (*Races of the Wild*), *warsling* (*Races of the Wild*).

➶ **Marked by the Reaper**: For shattering a plot to bring a new era of plague and death to the Principality of Ulek, the servants of Nerull have marked you as an enemy. They watch and wait their time until the moment is ripe to strike.

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 (all of the following):
- ❖ *Pearl of Power, 1st Level Spell* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Inflict Light Wounds* (CL 1st; *Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):
- ❖ *Wand of Cure Light Wounds* (CL 1st; *Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Sleet Storm* (CL 5th; *Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Pearl of Power, 3rd Level Spell* (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *+1 Arrow Catching Heavy Wooden Shield* (*Adventure; Dungeon Master's Guide*)
- ❖ *+1 Spearblock Leather Armor* (*Adventure; Complete Warrior*)
- ❖ *Periapt of Wisdom +4* (*Adventure; Dungeon Master's Guide*)
- ❖ *Potion of Mage Armor, Extended* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Mind Shielding* (*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