Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed ULP6-01 *Written in Stone*
A Regional Adventure
Set in the Principality of Ulek
And Stayed with Mreindal Stonescale

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region _____

Adventure Record#

596 CY
ADVENTURE

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

Cross out any game effects this character does not gain.

☛ **Stayed with Mreindal Stonescale**: This PC has elected to stay on Celestia for a period of time (6 additional TUs) under the guidance of Mreindal Stonescale, half-dragon azer paladin of Bahamut. Mreindal sees different strengths and potential abilities in each PC, and he does his best to hone these to a sharp edge. By staying with Mreindal, the PC gains the following:

Dwarven PCs gain a permanent +2 competence bonus to their stonecunning ability. They gain access to the following feats from *Races of Stone*: Dwarven Armor Proficiency, Moradin's Smile, Improved Weapon Familiarity, Ancestral Knowledge, Battle Hardened. They gain access (Frequency: Regional and Metaregional) to purchase masterwork versions of any of the following from *Races of Stone*: dwarven buckler-axe, throwing hammer, dwarven double spear, dwarven warpike, battle plate, interlocking plate, interlocking scale, mountain plate, extreme shield, steel tower shield, heavy plate, stone plate.

Non-dwarven PCs gain access to the Stoneblessed prestige class (dwarven variety only) from *Races of Stone*.

All paladins who stay may, at any time during their stay, request access to an unusual mount. Mreindal will provide the PC with access to a celestial version of one of the following as a mount, which they can then take when they meet the prerequisites (required paladin level noted): dire badger (6th level), deep hound (*Races of Stone*, 8th level), dire eagle (*Races of Stone*, 8th level), griffon (9th level), heavy warhorse (6th level), or riding dog (6th level). The PC must pay 4,000 gp in special training costs, which can be paid immediately or when the PC is ready to accept the mount.

All PCs who stay gain access to the following feats and prestige classes: *Races of Stone* – Exotic Armor Proficiency, Exotic Shield Proficiency, Heavy Armor Optimization, Greater Heavy Armor Optimization; *Dragon #315* – Giantkiller, Expert Dungeoneer; *Lords of Madness* – Parrying Shield; *Frostburn* – Mountaineer; *Draconomicon* – Dragonsong, Dragonfriend, Dracolyte of Bahamut prestige class (gold dragon for the foster dragon, *summon dragon* abilities), Dragonsong Lyrist.

TU
Starting TU

- TU
Added TU Costs

TU REMAINING

XP
Starting XP

- XP
XP lost or spent

XP
Subtotal

+ XP
XP Gained

XP
FINAL XP TOTAL

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

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

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