Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP6-03 *Flesh and Mettle*

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#

596 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

APL 2 *max 900 xp; 900 gp*

APL 4 *max 1,350 xp; 1,300 gp*

APL 6 *max 1,800 xp; 1,800 gp*

APL 8 *max 2,250 xp; 2,600 gp*

APL 10 *max 2,700 xp; 4,600 gp*

APL 12 *max 3,150 xp; 6,600 gp*

Cross out any game effects this character does not gain.

☛ **Commendation of the Royal Army**: For your efforts against the Pomarj in ending the villainy of Malignus Riggermort and his minions, you gain special recognition from the Royal Army. This counts as a mid-level commendation. Contact the Principality of Ulek Triad for details.

☛ **Favor of Tavila Nightshade**: For recovering the necessary items to make the transformation of Stregg into a living incarnate permanent, Tavila offers you a special boon. If you are willing to spend 2 additional TUs helping her with various arcane tasks and manual labor, she grants you the following benefits. First, you may scribe up to 2 Core spells of your choosing from her personal spellbook into your own spellbook. Furthermore, you gain access (Frequency: Regional) to purchase one of the following items (circle the one selected): *pearl of power* (1st, 2nd, 3rd, or 4th level), *pearl of the sirines*, *aquatic* weapon special ability (*Stormwrack*), *folding boat*, *cloak of the manta ray*.

☛ **Favor of Atrigos the Bearhound**: You treated Atrigos amicably and showed a genuine desire to promote good and protect the innocent. If you are willing to spend 1 additional TU helping him guide travelers to safety and sharing stories of adventure with him, he uses his influence to grant you access (Frequency: Regional) to purchase one of the following items (circle the one selected): *boots of flying*, *boots of striding and springing*, *saddle of the pegasus* (*Arms & Equipment Guide*), *boots of woodland striding* (*Arms & Equipment Guide*), *boots of big stepping* (*Miniatures Handbook*).

☛ **Favor of the Church of Pelor**: You have earned the respect of Davkul Loyalar and the Church of Pelor. You gain a +2 circumstance bonus to all Cha-based skill and ability checks with followers of Pelor. You also gain access (Frequency: Regional) to purchase one of the following items (circle the one selected): *circlet of blasting* (minor or major), *wand of cure moderate wounds* (CL 7th), *ghost touch* weapon special ability, *ghost ward* armor special ability (*Libris Mortis*). If you are a member of Temple Hegemony or Guardians of the Soul Forged, you may circle two items.

Victim of Malignus Riggermort: You have fallen in battle in perhaps the worst place and time. Perhaps death would've been more merciful a fate than the one you must endure. A chance search by a Royal Army scouting team finds you, scarred of body and perhaps broken of spirit. Your body is visibly marked by the horrible experimentation of Malignus Riggermort. You lose 2 additional TUs representing the time of your capture and you must select one of the following permanent deformities (circle one): dog ears, fish eyes, scaly skin, wolf's tail, bat fangs, webbed hands, clawed feet, vestigial wings. You gain no benefit from this deformity. Furthermore, you are tormented by horrid memories of your capture and they, along with your deformities, result in a -1 inherent penalty to your Cha score and a -4 penalty to all Cha-based skills and ability checks. Finally, there is a 50% chance at the beginning of every future adventure you participate in, that you begin play fatigued. These effects can only be reversed by means of a *reincarnate*, *wish*, or *miracle* spell.

TU	Starting TU
2 or 4 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:
- ❖ *Blessed Bandages*(*Heroes of Battle*; *Limit 3*) and *Screaming Bolt* (DMG) (*Adventure*)
- ❖ *Sparkstone*, *Bladefire*, *Fleetfoot*, *Instant Rope*, *Vicious Bleeder* (*Adv.*; A&EG; *Limit 3*)

APL 4 (all of APL 2 plus the following):
- ❖ *Healing Salve and Everlasting Rations* (*Adventure*; *Heroes of Battle*; *Limit 3*)
- ❖ *Brooch of Shielding and Bag of Holding, Type I* (*Adventure*; DMG)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *+1 Bone Armor and Necklace of the Wild Beast*, *Servitude Bead* (*Adventure*; A&EG)
- ❖ *Badge of Valor* (CV) and *Vest of Resistance +1*(CA) (*Adventure*)
- ❖ *Necklace of Fireballs, Type II* (*Adventure*; *Dungeon Master's Guide*)
- ❖ *Salve of Slipperiness and Metamagic Rod, Silent, Lesser* (*Adventure*; DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Bracers of Armor +2 and +1 Glamered Studded Leather* (*Adventure*; DMG)
- ❖ *Collar of Obedience* (CV) and *Potion of Greater Magic Fang +3* (DMG) (*Adventure*)
- ❖ *Elixir of Fire Breath and Boots of Elvenkind* (*Adventure*; *Dungeon Master's Guide*)
- ❖ *Horn of Fog and Bag of Holding, Type II* (*Adventure*; *Dungeon Master's Guide*)
- ❖ *Necklace of Fireballs, Type III and Pearl of Power, 1st Level* (*Adventure*; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *+1 Defending Short Sword and Javelin of Lightning* (*Adventure*; DMG)
- ❖ *Necklace of Fireballs, Type V* (*Adventure*; *Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *+2 Breastplate*, *Ring of Counterspells*, *Boots of Striding and Springing* (*Adv.*; DMG)
- ❖ *Blast Disk* (*Adventure*; *Heroes of Battle*; *Limit 3*)
- ❖ *Boots of Speed*, *Keoghtom's Ointment*, *Necklace of Fireballs, Type VI* (*Adv.*; DMG)
- ❖ *Bracers of Quick Strike*, *Gloves of Fortunate Striking*, and *Cloak of Elemental Protection* (*Adventure*; *Miniatures Handbook*)
- ❖ *Cape of the Mountebank*, *Cloak of Elvenkind*, *Elemental Gem – Fire* (*Adv.*; DMG)
- ❖ *Figurine of Wondrous Power, Silver Raven* and *Rope of Climbing* (*Adv.*; DMG)
- ❖ *Goggles of Minute Seeing*, *Hat of Disguise*, *Ioun Stone: Dusty Rose Prism* (*Adv.*; DMG)
- ❖ *Greater Javelin of Lightning* (*Adventure*; A&EG, *Price: 3,001 gp*; *Limit 3*)
- ❖ *Large Items: Masterwork Bastard Sword, +1 Studded Leather* (*Adventure*; DMG)
- ❖ *Oil of Greater Magic Weapon +3*, *Potion of Good Hope*, *Bead of Force* (*Adv.*; DMG)
- ❖ *Tunic of Steady Spellcasting and Lesser Choker of Eloquence* (*Adventure*; CV)

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