Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP6-05 *Family Troubles*

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 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

Cross out any game effects this character does not gain.

☛ **Influence Point with the Avant Household**: Every member of the household is grateful, and, at Ballard's behest, they all agree to go you a single favor that is both legal and within their abilities. Contact the Triad for uses of this Influence Point.

☛ **Optional Encounter**: You defeated Efra and the assassins (optional encounter, double base TU cost) and have earned additional xp and gp for your actions. The caps at each APL are increased to: APL 2 – 675 xp, 675 gp; APL 4 – 1,012 xp, 975 gp; APL 6 – 1,350 xp, 1,350 gp.

☛ **Enmity of the Cult of the Earth Dragon**: Your description has been passed on to The Cult of the Earth Dragon by Efra. Any time this PC ventures into the Disputed Territory, any NPC agents of the Cult of the Earth Dragon they encounter will use all of their resources to capture or kill the PC. If the PC is disguised, the member of the Cult receives a +2 circumstance bonus on their Spot checks to identify the PC.

☛ **Favor of the Temple of St. Cuthbert**: Aradon offer the services of his temple for the casting of any *Player's Handbook* cleric spell of up to fifth level (maximum CL 9th). This favor is usable at any temple of St. Cuthbert where there is a cleric capable of casting the spell. Mark this Favor as USED when it is spent. Note: This favor may be used immediately to restore any Wisdom lost to Matil in this adventure.

☛ **Membership**: You've been offered membership in "The Web" metaorganization.

☛ **A New Companion**: As thanks for all of her help, this PC has been select amongst all party members to be given access to a special gift of thanks by Dolen. The exact form of the gift (a celestial griffon) varies based on the recipient PC. Mark this favor as USED when the gift is accepted.

- If the PC is a Pal10 (or becomes one), they may at that time request the celestial griffon and use it as their unusual mount.
- If this PC is 14th level (or higher) and possess the Leadership feat and a Leadership Score of 17 or greater, they may take the celestial griffon as a cohort. The celestial griffon is created using the rules in the LGCS and the stat block for a celestial griffon in the *Dungeon Master's Guide* (pages 31 and 139). He can advance by HD, and he may enter play already advanced, as long as his Cohort Level/ECL (total HD + 3) is within the limits in the *Dungeon Master's Guide* (page 106).
- If this PC is 14th level (or higher), they may take the celestial griffon as a trained mount. The celestial griffon is created using the stat block for a celestial griffon in the *Dungeon Master's Guide* (pages 31 and 139). In this one case, the PC must pay the cost of acquiring and training the celestial griffon, a total cost of 10,150 gp, at the time of accepting the gift.

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*

ADVENTURE

APL 2:
- ❖ *Quaal's Feather Token, Bird* (*Adventure; Dungeon Master's Guide*)
- ❖ *Quaal's Feather Token, Tree* (*Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):
- ❖ *Dust of Dryness* (*Adventure; Dungeon Master's Guide*)
- ❖ *Pearl of Power, 1st Level Spell* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *+2 Leather Armor* (*Adventure; Dungeon Master's Guide*)
- ❖ *Dust of Appearance* (*Adventure; Dungeon Master's Guide*)
- ❖ *Dust of Illusion* (*Adventure; Dungeon Master's Guide*)

OPTIONAL ENCOUNTER

APL 2:
- ❖ *Oil of Magic Vestment +3* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Ray of Enfeeblement* (CL 3rd; *Adventure*; DMG)

APL 4 (all of APL 2 plus the following):
- ❖ *Brooch of Shielding* (*Adventure; Dungeon Master's Guide*)
- ❖ *Oil of Greater Magic Weapon +3* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Ray of Enfeeblement* (CL 5th; *Adventure*; DMG)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Ring of Feather Falling* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Blindness/Deafness* (CL 3rd; *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 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