Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP6-06 *Mind Your Elders*

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 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

☛ **Gratitude of Pengellen**: For rescuing Pengellen, he offers to share his unique collection of esoteric arcana with you. You may either gain access to two of the following spells from the *Spell Compendium* or one of the following feats from *Complete Arcane* (circle the one(s) selected):

Feats: Sudden Widen, Sudden Extend.

Spells: *appraising touch, marked object, analyze portal, assay spell resistance, know vulnerabilities, treasure scent, interplanar telepathic bond, zone of revelation, make manifest.*

☛ **Gratitude of Jimmbly**: You've rescued Jimmbly's friend and mentor, Pengellen. Jimmbly has quite a few contacts with the enchanters and tailors of the Principality. You may spend this favor for access (Frequency: Adventure) to purchase one of the following magical articles of clothing: *slippers of spider climbing, boots of speed, robe of useful items, boots of striding and springing, riding boots* (*Dungeon Master's Guide* II), *vest of legends* (*Dungeon Master's Guide* II).

Foes Below: The Her'tan d'lil Isto Velven (also called The Night's Blades) have fallen at your hands. Unfortunately, there are quite a few more of these outcast drow males and their allies about.

Illithid Experimentation: You may have wished you actually died, but instead you have been left to live in a horrendous state. You woke up several months after your capture (costs an additional 12 TUs) in a shack on the outskirts of Greutam with no recollection of how you arrived there or what happened to you while you were gone. This has the following effects which can only be removed by a *wish* or *miracle* spell (removing one effect removes all of them):

- You have access to Badge of Bondage feat (*Dragon #315*).
- You've permanently lost 2 points of Charisma due to some serious scars and disfigurement on your body.
- You suffer a -4 penalty on Will saves against mind-affecting spells and effects.
- The illithid rune for "thrall" is seared into your forehead. An illithid in range of its telepathy can detect the presence of that run even if it is physically or magically hidden.
- You are immune to the mind blast of mind flayers, but you automatically fail the save against any other spell or effect a mind flayer uses on you.

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 6 (all of the following):
- ❖ *Dust of Tracelessness* (*Adventure; Dungeon Master's Guide*)
- ❖ *Masterwork Dire Pick* (*Adventure; Complete Warrior*)
- ❖ *Wand of Cure Light Wounds* (CL 1st; *Adventure*; DMG)
- ❖ *Wand of Grease* (CL 1st; *Adventure; Dungeon Master's Guide*)

APL 8 (all of APL 6 plus the following):
- ❖ *Pearl of Power, 1st Level Spell* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Greater Invisibility* (CL 7th; *Adventure*; DMG)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *+1 Bane (Aberration) Bolts* (*Adventure*; DMG; *Limit 5*)
- ❖ *+1 Bane (Dwarf) Bolts* (*Adventure; Dungeon Master's Guide; Limit 5*)
- ❖ *+1 Bane (Elf) Bolts* (*Adventure; Dungeon Master's Guide; Limit 5*)
- ❖ *+1 Bane (Human) Bolts* (*Adventure; Dungeon Master's Guide; Limit 5*)
- ❖ *+1 Dire Pick* (*Adventure; Complete Warrior*)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *+1 Anarchic Bolts* (*Adventure; Dungeon Master's Guide; Limit 5*)
- ❖ *Circlet of Persuasion* (*Adventure; Dungeon Master's Guide*)
- ❖ *Javelin of Lightning* (*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