Living Greyhawk

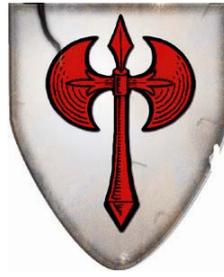## This Record Certifies that

_____

Played by_____
Player   RPGA #

Has Completed
ULP6-07 Return Favors
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 #

Cross out any game effects this character does not gain.

🐾 **Favor of a Grateful Druid**: Grendrick allows you to spend some time with him so he can tutor you in special arts or spells that he has available. With the expenditure of 2 additional TUs (4 TUs for out-of-region PCs), you gain access to one of the following (circle the one selected): feats – Natural Bond (*Complete Adventurer*), Companion Spellbound (*Player's Handbook* II), Indomitable Soul (*Player's Handbook* II); spells (*Spell Compendium*) – *aspect of the wolf, beastland ferocity, snake's swiftness, snowshoes*.

🐾 **Contact of a Druid**: You may spend this favor with Grendrick to gain access (Frequency: Adventure) to purchase the *beastskin* armor special ability upgrade (*Complete Adventurer*). Mark this favor as USED when it is spent.

🐾 **Trust of the Emerald Circle**: You have earned the trust of the Emerald Conclave; you can spend this favor to shorten (by one-half) the "real" time requirement to advance to the next tier in that metaorganization. Mark this favor as USED when it is spent.

↗ **Disfavor of the Emerald Circle**: You have earned the distrust of the Emerald Conclave. Although you believe you actions to be proper, the Conclave is unhappy with you. It will take twice the usual "real" time requirement to advance to the next tier in that metaorganization. Mark this disfavor as APPLIED when the advancement has been completed.

🐾 **Gift of Willowpond**: For saving Willowpond she has gifted you with a new budding flower. It radiates faint abjuration. While in possession of this flower, this PC may use one of the following powers (CL 6th) a single time, after which the gift is consumed: *entangle, speak with plants, tree shape, tree stride*.

🐾 **Lock of Willowpond's Hair**: By being a previous guest and then attempting to save her life, Willowpond has gifted you a lock of her green hair. If you place this in your hair, you gain a lock of green hair and a +2 circumstance bonus to Cha-based checks with other fey (+4 with other dryads). This takes up the headband slot and the magic lasts one year from the date on this Adventure Record.

	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:
- ❖ Camouflage Kit (Adventure; Complete Adventurer)
- ❖ Everlasting Rations (Adventure; Heroes of Battle)
- ❖ Great Falchion (Adventure; Sandstorm)
- ❖ Wildwood Breastplate (Adventure; Races of the Wild)

APL 4 (all of APL 2 plus the following):
- ❖ +1 Wildwood Breastplate (Adventure; Races of the Wild)
- ❖ Masterwork Great Falchion (Adventure; Sandstorm)
- ❖ Necklace of Fireballs, Type I (Adventure; Dungeon Master's Guide)
- ❖ Redcap Tooth (Adventure; Monster Manual III)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ +1 Great Falchion (Adventure; Sandstorm)
- ❖ Headband of Conscious Effort (Adventure; Complete Adventurer)
- ❖ Tunic of Steady Spellcasting (Adventure; Complete Adventurer)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ Javelin of Lightning (Adventure; Dungeon Master's Guide)
- ❖ Necklace of Fireballs, Type III (Adventure; Dungeon Master's Guide)
- ❖ Possum Pouch (Adventure; Complete Adventurer)
- ❖ Steadfast Boots (Adventure; Complete Warrior)

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	