Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP7-04 Broken Chains

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#

597 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

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

Cross out any game effects this character does not gain.

Insubordination: You have been brought before a military tribunal. This costs you 2 additional TUs, and, for one calendar year from the date on this AR, you are prohibited from gaining any benefits from metaorganizations you belong to. You may reduce the length of this prohibition by expending commendations to the appropriate military branch (each 1 reduces the length by 1 calendar month).

Recommendation for the Principality of Ulek Military: Colonel Krufec Brightsilver has given you a personal recommendation to join the Royal Army, Royal Navy, or Mine Rangers (circle one) for successfully completing your mission.

Commendation for the Principality of Ulek Military: You received ___ commendations for the Royal Army, Royal Navy, or Mine Rangers. You must be a current member of one of these organizations in good standing to earn these commendations.

Gratitude of the Chain Breakers: You have earned the gratitude of the Chain Breakers. The next time an AR lists a TU penalty based on you being imprisoned or enslaved by the Slave Lords or Forces of the Pomarj, cut the penalty in half. The Chain Breakers live true to their name and free you from your shackles. Mark this favor as USED once spent.

Honorary Chain Breaker: Scarred Fox has made you an honorary member of the Chain Breakers and given you the name of _____ in recognition of this. The Chain Breakers will remember your deeds and may repay you at some future time.

Hero of Freedom: You have become known by those oppressed by slavery and imprisonment as a rescuer of their hero, Scarred Fox. You gain a +2 circumstance bonus to all Cha-based checks when dealing with slaves, ex-slaves, and prisoners of the Slave Lords and the forces of the Pomarj, and with members of the Chain Breakers.

Hero of Tyranny: You have been given the ignominious title of Hero of Tyranny for your failure to save the hero of the enslaved and imprisoned, Scarred Fox. You gain a -2 circumstance penalty to all Cha-based checks when dealing with slaves, ex-slaves and prisoners of the Slave Lords and the forces of the Pomarj, and with members of the Chain Breakers.

Blessings of the Dwarf Father: During any combat against the forces of the Pomarj, you may call upon this blessing, and receive the effects of a *heroism* spell (CL 20th). Doing so is a swift action that does not provoke an attack of opportunity. Mark this blessing as USED when it is called upon.

Favor of the Highport Thieves Guild: You may spend this favor in the city of Highport by calling on the Guild for aid. This can take the form of useful information, a handy unlocked door, a convenient distraction or any other form of temporary aid the DM decides is appropriate for the source and situation. Mark this favor as USED when it is spent.

Cursed by Gruumsh: You suffer a -2 profane penalty to your saves against all spells and effects from orcs, including orc-blooded creatures. This curse can only be removed by a *limited wish*, *wish*, *miracle* or similarly powerful effect, or by an *atonement* administered by a cleric of Gruumsh.

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 (all of the following):
- *Boots of Agile Leaping* (*Adventure; Magic Item Compendium*)
- *Potion Bracer* (*Adventure; Sharn: City of Towers*)
  Elite soldiers often carry potions, but in the midst of battle a warrior may not have a free hand or time to locate a particular vial. A potion bracer is a leather band reinforced with strips of steel, with slots for three potion vials. Worn on the forearm, it allows instant hands-free access to these three potions. Drinking a potion from the bracer is a standard action, but it does not provoke an attack of opportunity or require a warrior to put down his weapon. The downside is that unlike a concealed potion, the bracer is very obvious to observers – and it can be directly attacked. A character can make a sunder attack against the bracer (AC 14 + wearer's Dexterity modifier). The bracer has hardness 8 and 5 hit points. However, any attack that deals 5 or more hit points of damage shatters one of the potion vials (chosen randomly) even if the bracer itself is untouched. Due to the weight placed on the forearm, a potion bracer has an arcane spell failure chance of 5%. *Price*: 100 gp; *Weight*: 1.5 lbs.
- *Potion of Resurgence* (*Adventure; Spell Compendium*)
- *Silversheen* (*Adventure; Dungeon Master's Guide*)
- *Wand of Battering Ram* (CL 3rd; *Adventure; Spell Compendium*)

APL 4 (all of APL 2 plus the following):
- *Arcane Scroll of Regroup* (CL 5th; *Adventure; Player's Handbook II*)

APL 6 (all of APLs 2, 4 plus the following):
- *Quaal's Feather Token, Swan Boat* (*Adventure; Dungeon Master's Guide*)
- *Wand of Shield* (CL 1st; *Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- *Bag of Holding, Type I* (*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