Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP7-06 *Portents of the Matron*

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 4
max 675 xp; 650 gp

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.

Spyder's Disfavor: PCs with this disfavor suffer a -4 circumstance penalty to all Cha-based checks since it is obvious they cannot be trusted. If the PC is not a member of the Web this disfavor negates any future chance to join the Web. Furthermore, non-Web member PCs have their highest value magic item "confiscated" by Spyder who allows them to pay a "betrayers fee" of 25% of its market cost to have it returned. If the PC earning this disfavor is a member of the Web he/she is immediately expelled from the Web with no chance to ever rejoin again. Furthermore, such PCs also have their highest value magic item confiscated and must pay a "betrayers fee" of 50% of the items market cost to have it returned.

Spyder's Favor: PCs with this favor receive a +3 circumstance bonus to all Cha-based checks with members of the Web. Furthermore, PCs who are arcane casters can choose one of the following spells to learn for themselves (circle one): *wall of smoke* (SC), *electric loop* (SC), *chain missile* (SC), *fire stride* (SC), *dragonsight* (SC). PCs also gain access (Freq: Regional) to purchase the following magic items: *harrow rod* (MIC), *lockpicking ring* (MIC), *wand bracelet* (MIC), *cat's eye brooch* (MIC). Spyder also offers to teach the PCs the immediate magic alternative wizard class feature.

Favor of Otto Dunkleglink: For saving Otto's life, the gnomish wizard and gemcrafter rewards you with access (Frequency: Regional) to purchase one of the following magic items (circle one, least or lesser versions only): *crystal of energy assault* (MIC), *crystal of return* (MIC), *demolition crystal* (MIC), *crystal of stamina* (MIC).

Lady Senja's Favor: For aiding the lovely Lady Senja and bringing Red Mantis to her, she rewards you quite well. PCs gain access to three of the following spells (circle ones selected): *ebon eyes* (SC), *slide* (SC), *desiccating bubble* (SC), *spiderskin* (SC), *greater floating disk* (SC), *draconic might* (SC), *fire spiders* (SC), *ice claw* (SC), *greater bestow curse* (SC). Lady Senja also grants you access to purchase the following magic items: *cloak of battle* (MIC), *ring of arcane might* (MIC), *ring of greater counterpsells* (MIC), *veil of allure* (MIC), *greater metamagic rod of substitution* (MIC). Lastly, Lady Senja is willing to teach PCs the eclectic learning and metamagic specialist alternative class features of sorcerers and warmages.

Favor of Master Genju: The venerable Master Genju is grateful that you prevented the destruction of the Temple of Serenity and the slaughter of his acolytes. For this he gives you access (Frequency: Regional) to purchase the following magic items he has acquired over the years: *monk's belt*, *rags of restraint* (MIC), *stun shot sling* (MIC), *belt of ultimate athleticism* (MIC), *sandals of the light step* (MIC). He also agrees to teach any monk PCs the alternative class feature decisive strike.

Recommendation/Favor of the Royal Army: PCs who return Red Mantis to Colonel Krufec earn a recommendation of the Royal Army. In addition, PCs get access (Frequency: Regional) to purchase the following weapon and armor upgrades and items: *shattermantle* (MIC), *heavenly burst* (MIC), *healing* (MIC), *magic-eating* (MIC), *shield of mercy* (MIC), *battleaxe of the bull* (A&EG).

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 4 (all of the following):
- ❖ *Amber Amulet of Vermin*, , *Giant Bee* (Adventure; Magic Item Compendium)
- ❖ *Glitterstone* (Adventure; Magic Item Compendium; Limit 3)
- ❖ *Pearl of Power, 1st Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Stench Stone* (Adventure; Magic Item Compendium; Limit 3)
- ❖ *Summoner's Totem* (Adventure; Magic Item Compendium)

APL 6 (all of APL 4 plus the following):
- ❖ *Gloves of Lightning* (Adventure; Magic Item Compendium)
- ❖ *Metamagic Rod, Empower, Lesser* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Necklace of Fireballs, Type I* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Slippers of Spider Climbing* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *Amber Amulet of Vermin, Huge Monstrous Scorpion* (Adventure; MIC)
- ❖ *Bag of Tricks, Rust* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Cloak of Stone* (Adventure; Magic Item Compendium)
- ❖ *Necklace of Fireballs, Type II* (Adventure; Dungeon Master's Guide; Limit 1)

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *+1 Blurring Bone Armor* (Adventure; Magic Item Compendium)
- ❖ *Rhino Elixir* (Adventure; Magic Item Compendium; Limit 3)
- ❖ *Robe of Retaliation* (Adventure; Magic Item Compendium)
- ❖ *Vanisher Cloak* (Adventure; Magic Item Compendium)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):
- ❖ *+1 Displacement Bone Armor* (Adventure; Magic Item Compendium)
- ❖ *Amber Amulet of Vermin, Giant Stag Beetle* (Adventure; MIC)
- ❖ *Bracers of Repulsion* (Adventure; Magic Item Compendium)
- ❖ *Crystal of Acid Assault, Lesser* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Fireflower Pendant* (Adventure; Magic Item Compendium)
- ❖ *Large +1 Venomous Longsword* (Adventure; Magic Item Compendium)
- ❖ *Metamagic Rod, Empower* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Pearl of Power, 3rd Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Thorn Pouch* (Adventure; Magic Item Compendium; Limit 1)

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