Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
ULP7-07 *Pieces of Eight*
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

Cross out any game effects this character does not gain.

☛ **Favor of the Royal Order of Expropriators**: For recovering a portion of the lost Suss North Greyhawk Company treasure fleet, this organization offered to train you as one of their members. As a result you have gained access (Frequency: Regional) to purchase one of the following items from *Complete Scoundrel* (circle the item chosen): *panic button, rod of ropes, bands of fortune, shrunken shrieker.*

☛ **Letter of Marquee**: The Royal Army Fleet Admiral has provided you with a Letter of Marquee allowing you to claim the salvaged slaver Sailing Ship (as per the PHB) as your own. A small registration fee of 10,000 gold pieces is required before the ship can be released into your possession. Please mark this favor as USED when the ship has been received.

☛ **Favor of the Quartermaster**: The Quartermaster of the Principality's forces is grateful for you assistance in the recovery of the lost treasure fleet and has opened his stores to you. As a result you have gained access (Frequency: Regional) to purchase one of the following items from *Heroes of Battle* (circle the item chosen): *overhead shield, portable foxhole, Daern's instant tent, everlasting rations, forgehome standard.*

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:
- ❖ *+1 Mithral Chain (Adventure; Dungeon Master's Guide)*
- ❖ *Dragon Hide Full Plate (Adventure; Dungeon Master's Guide)*

APL 6 (all of APL 4 plus the following):
- ❖ *+1 Ghost Touch Rapier (Adventure; Dungeon Master's Guide)*
- ❖ *+1 Ghost Touch Short Sword (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *+1 Glamered Mithral Chain Shirt (Adventure; Dungeon Master's Guide)*
- ❖ *+2 Dragon Hide Full Plate (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *+1 Wild Dragon Full Plate (Adventure; Dungeon Master's Guide)*
- ❖ *+2 Slick Shadow Silent Moves Glamered Mithral Chain Shirt (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