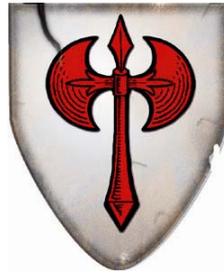




This Record Certifies that



Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed
ULP7-07 Pieces of Eight
A Regional Adventure
Set in the Principality of Ulek

Home Region

Event: Date:

DM: Signature RPGA #

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 Marque: The Royal Army Fleet Admiral has provided you with a Letter of Marque 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 your 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, forghome 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)
+1 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 Glamerd 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 Glamerd 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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value