Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP8-01 *Words of Wisdom*

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#

598 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.

☛ **Brother of the Traveler**: For seeing Yeogh safely to Gryrax, he says a prayer to Fharlanghan on your behalf. For the next three adventures, any time you are surprised while traveling outside a city (such as on a road, plains, forest or caves), you may always act in the surprise round.

☛ **Gratitude of the Pennyfoots**: For saving them from a fire, the Pennyfoots have offered to keep you well fed and sheltered. You receive free Rich upkeep in any adventure starting in Havenhill or Eastpass.

☛ **Returned!**: Brandoreen has decided that you are not the one she sees herself spending the rest of her life with. She has returned the item you gave to her in ***ULP6-02 Hook, Line and Sinker*** and wishes you well in the future. Write the name of the item returned here, and have the DM VOID **Brandoreen's Favor** on the ***Hook, Line and Sinker*** AR.
Item: _____

☛ **Brandoreen's Handkerchief**: Brandoreen has become even more enamored with you and has given you her handkerchief to remember her by. As long as this handkerchief is in your possession, you receive a +1 luck bonus to all Dex-based checks, including Initiative.

☛ **The Stuff that Dreams are Made of**: You've harvested a piece of the Demiplane of Dreams and by studying it, you've begun to better understand dreams and how they function. You can use the fragment once to duplicate the affects of the *dream* spell. Once it has been used, the fragment turns to vapor and floats away like a cloud.

☛ **Hearing the Allfather's Voice**: Your direct contact with the Allfather has opened you up to certain blessings granted by members of the Dwarven Pantheon. When gaining this favor, circle one of the following benefits below. You gain five uses of your chosen ability, but may only use said ability once per turn: ○ ○ ○ ○ ○

- Blessing of Beronnar: Reroll a failed Turn Undead check.
- Blessing of Clangeddin: Reroll a failed Critical confirmation roll.
- Blessing of Dugmaren: Reroll a failed CL check against SR.
- Blessing of Dumathoin: Reroll a failed skill check.
- Blessing of Moradin: Reroll a failed Will save.

☛ **Notice of the Talons**: To thank you for your assistance in furthering the efforts to retrieve Prince Volimar's soul, the Talons of Retribution have made some rare magic items available for purchase. You gain Access (Frequency: Regional) to purchase one of the following from MIC: goggles of foefinding, formless vest, deathstrike bracers, rod of defiance. Once one has been purchased, mark this favor as USED.

☛ **Ferreting out a Traitor**: For finding and reporting evidence of a traitor working inside the Principality's borders, the Prince has used his considerable influence to have the area's best artisans make their enchantments more readily available to you. The next time you pay to have an armor, weapon or shield upgraded, the cost is halved. This applies to any one numerical enhancement or special ability that the PC already has access to.

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):
- ❖ *+1 Thistledown Padded Armor (Adventure; Complete Adventurer)*
- ❖ *Wand of Inflict Light Wounds (CL 1st; Adventure; DMG; Limit 1)*
- ❖ *Wand of Magic Missile (CL 1st; Adventure; DMG; Limit 1)*

APL 6 (all of APL 4 plus the following):
- ❖ *+1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)*
- ❖ *Memento Magica, 1st Level (Adventure; MIC; Limit 1)*
- ❖ *Talisman of the Disk (Adventure; Magic Item Compendium; Limit 1)*

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *+1 Mithral Buckler (Adventure; Dungeon Master's Guide)*
- ❖ *+2 Flaming Greatsword (Adventure; Dungeon Master's Guide)*
- ❖ *Corsair's Eyepatch (Adventure; Magic Item Compendium; Limit 1)*

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *Cloak of Displacement, Minor (Adventure; Dungeon Master's Guide)*
- ❖ *Counterstrike Bracers (Adventure; Magic Item Compendium; Limit 1)*
- ❖ *Memento Magica, 2nd Level (Adventure; MIC; Limit 1)*
- ❖ *Wand of Inflict Moderate Wounds (CL 3rd; Adventure; DMG; Limit 1)*

APL 12 (all of APLs 4, 6, 8, 10 plus the following):
- ❖ *+2 Keen Rapier (Adventure; Dungeon Master's Guide)*
- ❖ *+2 Moderate Fortification Full Plate (Adventure; DMG)*
- ❖ *Memento Magica, 3rd Level (Adventure; MIC; 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