



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
ULP4-o8 Legacy of Blood
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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

Recommendation from the Mine Rangers and Royal Army

For your bravery to assist the Principality of Ulek in the face of extreme danger, both Baren Gorunn of the Royal Army and Sergeant Rowin Malerik of the Mine Rangers have given you their personal recommendations to join either of their respective military branches. Uses of this recommendation will appear in both future scenarios and in the metaorganization documentation. Please contact the Principality of Ulek Triad for further details.

Gratitude of the Mine Rangers, Royal Army, or Liegeman of the Prince

For your efforts, members of the Royal Army, Mine Rangers, and Liegeman of the Prince have used their contacts and resources to grant you access (Frequency: Regional for the upgrades, Any for the feats) to purchase (or select in the case of the feats) any one of the following feats or weapon or armor upgrades (circle the one selected). If the PC spends an additional 1 TU they may choose to gain access to a second item/feat on the list. This extra TU spent represents time assisting any of the above three organizations with duties related to the defense of the Principality of Ulek. The feats/upgrades available are: *defending weapon special ability*, *impact weapon special ability* (A&EG), *merciful weapon special ability*, *bashing shield special ability*, *light fortification shield/armor special ability*, *Shieldmate feat* (MH), *Powerful Charge feat* (MH), *Distracting Attack feat* (MH).

If this PC is also a member of either the Royal Army or Mine Rangers and chooses to spend an additional 2 TUs (representing extra training), they gain access to the Prestige Class of Tactical Soldier (MH). If this PC who spent additional time in training is also dwarven, they gain access (Frequency: Regional) to purchase the *Standard of Ulek* (A&EG) in addition to the access to the Prestige Class.

Gratitude of the Church of Lydia

The Church of Lydia is very grateful that the PCs have revealed the actions of Eliazar Lightbringer. In gratitude, the PCs are granted access (Frequency: Regional for the items, Any for the feats) to purchase (or select in the case of the feats) the following feats or magic items: *circlet of blasting*, *minor wand of searing light* (5th level caster), *wand of searing light* (8th level caster) (APL 8+ only), *circle of blasting*, *major* (APL 8+ only), *Extra Domain Spell feat* (MH).

Arzen's Spellbook I

1st – magic missile, unseen servant, animate rope, comprehend languages, grease; 2nd – blur, scorching ray, fox's cunning.
Market Price: 550 gp; Weight: 3 lb.

Arzen's Spellbook II

1st – true strike; 2nd – spider climb; 3rd – arcane sight, lightning bolt.
Market Price: 450 gp; Weight: 3 lb.

Arzen's Spellbook III

1st – shocking grasp; 2nd – bear's endurance; 3rd – fly, shrink item; 4th – stoneskin, ice storm.
Market Price: 850 gp; Weight: 3 lb.

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

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

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ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- +1 Stiletto Shield (Adventure, A&EG)
- Arzen's Spellbook I (Adventure, see above)
- Elixir of Vision (Adventure, DMG)
- Field Provisions Box (Adventure, MH)
- Frost Shard Dagger (Adventure, A&EG)
- Wand of Burning Hands (2nd level caster, Adventure, DMG)

APL 4 (APL 2 items plus):

- Bag of Endless Caltrops (Adventure, A&EG)
- Brooch of Shielding (Adventure, DMG)
- Elixir of Fire Breath (Adventure, DMG)
- Gloves of Missile Snaring (Adventure, DMG)
- Pearl of Power – 1st level (Adventure, DMG)
- Stone of Alarm (Adventure, DMG)

APL 6 (APL 2, 4 items plus):

- Arcane Scroll of Glitterdust (4th level caster, Adventure, DMG)
- Arzen's Spellbook II (Adventure, see above)
- Bracers of Armor +2 (Adventure, DMG)
- Oil of Greater Magic Weapon +2 (Adventure, DMG)
- Wand of Scorching Ray (3rd level caster, Adventure, DMG)

APL 8 (APL 2, 4, 6 items plus):

- +1 Cold Iron Spiked Gauntlet (Adventure, DMG)
- +1 Corrosive Heavy Pick (Adventure, A&EG)
- Lens of Detection (Adventure, DMG)
- Pearl of Power – 2nd level (Adventure, DMG)
- Ring of Protection +2 (Adventure, DMG)
- Wand of Scorching Ray (7th level caster, Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 items plus):

- Arzen's Spellbook III (Adventure, see above)
- Bracers of Armor +3 (Adventure, DMG)
- Exploding Spike (Adventure, MH, Limit One)
- Iron Stone – Dusty Rose Prism (Adventure, DMG)
- Saddle of Weather Protection (Adventure, A&EG)
- Steadfast Boots (Adventure, A&EG)

APL 12 (APL 2, 4, 6, 8, 10 items plus):

- +1 Acidic Burst Heavy Pick (Adventure, A&EG)
- +2 Light Fortification Chainmail (Adventure, DMG)
- Cloak of Charisma +4 (Adventure, DMG)
- Periapt of Wisdom +4 (Adventure, DMG)
- Potion of Barkskin +4 (Adventure, DMG)
- Potion of Good Hope (Adventure, DMG)
- Potion of Shield of Faith +5 (Adventure, DMG)
- Ring of the Ram (Adventure, DMG)
- Wand of Scorching Ray (11th level caster, Adventure, DMG)

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

Subtotal

GP

FINAL GP TOTAL

FINAL XP TOTAL