Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP5-06 *Signs and Portents*

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_____

Adventure Record#

595 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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.

☛ **Enslaved**: You have been taken prisoner by agents of the Scarlet Brotherhood and shipped off to serve as a slave in one of the nations they influence. You spend 16 additional TUs planning and executing your escape from their clutches. Any favors with the Scarlet Brotherhood can be spent to reduce this cost to a minimum of 8 TUs (each favor reduces the cost by 1 TU). Your enslavement and torture grants you access to acquire the Badge of Bondage feat (*Dragon #315*).

✎ ***Grimoire Arcanamacha***: This book is a modern copy of an ancient text detailing secrets of blending martial and arcane prowess. A PC who can read Ancient Suloise may spend 1 TU studying the *Grimoire Arcanamacha*; doing so grants access to and fulfills the special requirement for the Suel Arcanamach prestige class in *Complete Arcane*.

☛ **Enmity of the Shadow Missionaries**: A secretive group bent on sowing strife among the races of the Principality of Ulek has marked this character as an enemy. While this hatred has no game effects at the moment, it may come up in future adventures.

☛ **Favor of Professor Ramius Gladstone**: Whenever this PC is in Gryrax, they may spend an hour visiting Professor Gladstone. He will attempt to answer one question they ask of him, within his areas of expertise: Knowledge (history) +15, Knowledge (local – Sheldomar Valley metaregion) +15, Knowledge (nobility and royalty) +15. This favor also counts as one permanent Influence Point with the University of Gryrax. Asking a question does not consume this favor.

☛ **Invitation to the University**: This PC has a standing invitation to attend classes at the University of Gryrax. After any Principality of Ulek regional adventure, this PC may spend 8 additional TUs and 1,000 gp to gain a +2 circumstance bonus to any one Craft, Knowledge, or Profession skill in which they already have at least 1 rank. This invitation may be used as often as the PC wishes, but a different Craft, Knowledge, or Profession skill must be chosen each time. A PC with at least 8 ranks in a Craft, Knowledge, or Profession skill may waive the gp cost by spending an additional 4 TUs teaching at the University. These circumstance bonuses expire one year from the date of the AR in which they were gained.

☛ **Gratitude of the Web**: This PC member of the Web has recovered an agent's journal and returned it to the Web. In thanks, Spyder has arranged for certain useful tools to be made available; all items on the Adventure Record marked with an * are Frequency: Regional in addition to Frequency: Adventure.

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 Glamered Mithral Breastplate (Adventure; Dungeon Master's Guide)*
- ❖ *+1 Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)*
- ❖ *Arcane Scroll of Phantasmal Assailants (CL 3rd; Adventure; Complete Arcane)*
- ❖ *Arcane Scroll of Rapid Deep Slumber (CL 7th; Adventure; DMG and CD)*
- ❖ *Arcane Scroll of Ray of Enfeeblement (CL 3rd; Adventure; DMG)*
- ❖ *Cloak of Elvenkind* (Adventure; Dungeon Master's Guide)*
- ❖ *Heward's Handy Haversack* (Adventure; Dungeon Master's Guide)*
- ❖ *Poison: Shreef Oil (Adventure; Arms & Equipment Guide)*
- ❖ *Vest of Escape* (Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Magic Missile (CL 3rd; Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Shocking Grasp (CL 2nd; Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Silent Charm Person (CL 3rd; Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Sound Burst (CL 3rd; Adventure; Dungeon Master's Guide)*

APL 6 (all of APL 4 plus the following):
- ❖ *Hat of Disguise (Adventure; Dungeon Master's Guide)*
- ❖ *Poison: Rill Leaf (Adventure; Arms & Equipment Guide)*
- ❖ *Wand of Magic Missile (CL 7th; Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Ray of Enfeeblement (CL 1st; Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *+1 Sweeping Heavy Flail (Adventure; Arms & Equipment Guide)*
- ❖ *Armbands of Might (Adventure; Complete Adventurer)*
- ❖ *Boots of Striding and Springing (Adventure; Dungeon Master's Guide)*
- ❖ *Circlet of Persuasion (Adventure; Dungeon Master's Guide)*
- ❖ *Metamagic Rod, Lesser Silent (Adventure; Dungeon Master's Guide)*
- ❖ *Poison: Purple Worm Poison (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *Arcane Scroll of Summon Monster VI (CL 11th; Adventure; DMG)*
- ❖ *Bead of Force (Adventure; Dungeon Master's Guide)*
- ❖ *Belt of Giant Strength +4 (Adventure; Dungeon Master's Guide)*
- ❖ *Poison: Redek Vine Extract (Adventure; Arms & Equipment Guide)*
- ❖ *Wand of Critical Strike (CL 1st; Adventure; Complete Adventurer)*

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