



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed

ULP6-01 Written in Stone

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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

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

Cross out any game effects this character does not gain.

✦ **Enmity of Keoghtom:** By callously slaying one of his divine agents, you have angered Keoghtom, the hero-god of secret pursuits. For one calendar year from the date on this AR, you take a -4 penalty on all Cha-based checks when dealing with followers of Keoghtom. In addition, you take a -3 penalty on all Bluff, Hide, Move Silently, Sleight of Hand, and Initiative checks over the same period of time, as Keoghtom has marked you for observation.

✦ **Enmity of the Dwarven Pantheon:** For taking it upon yourself to shed the blood of a divine agent of the dwarven pantheon, you are hereby marked as being untrustworthy. For one calendar year from the date on this AR, you take a -2 penalty to all Cha-based checks when dealing with members of any church of the dwarven pantheon. In addition, because of the influence the dwarven churches have in the Principality of Ulek, any NPC divine spellcasting costs are increased by 15% over that same time frame. Any dwarven divine caster immediately loses their divine abilities, and these cannot be restored until the PC receives an *atonement* (at least CL 13th).

✦ **Known by the Dwarves:** You have recovered an important historical and religious artifact for the Church of Moradin. For one year from the date on this AR, you receive a +4 circumstance bonus to all Cha-based checks with any dwarven pantheon church and its members.

✦ **Peaceful Contact:** This PC has had peaceful contact with direct agents of Bahamut, Moradin, and Keoghtom. This fulfills the related special requirement for the Contemplative prestige class (*Complete Divine*). This PC has also met a group of azer guardians. This fulfills the special requirement for the Elemental Savant prestige class (*Complete Arcane*).

✦ **Remembrance of Qiebitz:** You have befriended a lonely spectator from the plane of Mechanus. In order to assure that he will see you again, he has offered to reserve a special item of your choice from the vault of Dugmaren Brightmantle. After any adventure set in the Principality of Ulek, this PC may spend 1 additional TU to seek Qiebitz in Brightmantle's vault. Doing so grants the PC access (Frequency: Adventure) to purchase one of the following items (circle the item selected): +2 great swordbow (+3 Str bonus) (*Races of the Wild*, 19,050 gp), crimson coat of Ilpharzz (*Complete Arcane*), ring of theurgy (*Complete Arcane*), staff of healing, manual of gainful exercise +1. Mark this favor as USED when it is consumed.

✦ **Sacred Mithral Bound Tome:** This is a thick book bound in pure mithral, engraved with the holy symbols of the head of each racial pantheon, as well as St. Cuthbert and Ulaa. No matter what method you've tried, you cannot open it; though if a *detect magic* is cast upon it, the book radiates strong abjuration, evocation and transmutation magic.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ✦ Masterwork Drum, Flute, Horn or Mandolin (Adventure; Complete Adventurer)
- ✦ Pipes of Sounding (Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):

- ✦ Metamagic Rod, Substitution (Fire), Lesser (Adventure; Complete Arcane)
- ✦ Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)
- ✦ Vest of Resistance +1 (Adventure; Complete Arcane)

APL 6 (all of APLs 2, 4 plus the following):

- ✦ Stylus of the Masterful Hand (Adventure; Complete Adventurer)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ✦ Bracers of Armor +2 or Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)
- ✦ Brooch of Shielding (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ✦ Flute of the Snake (Adventure; Complete Adventurer)
- ✦ Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- ✦ Masterwork Composite Longbow (+5 or +6 Str Bonus) (Adventure; PHB)
- ✦ Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- ✦ Vest of Resistance +2 (Adventure; Complete Arcane)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ✦ +1 Bane (Dwarf) Spear (Adventure; Dungeon Master's Guide)
- ✦ +2 Full Plate or +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ✦ +2 Merciful Maul (Adventure; Dungeon Master's Guide/Complete Warrior)
- ✦ Amulet of Health +4 or Belt of Giant Strength +4 (Adventure; DMG)
- ✦ Headband of Intellect +6 or Periapt of Wisdom +4 (Adventure; DMG)
- ✦ Mandolin of Inspiring Muse (Adventure; Complete Adventurer)
- ✦ Masterwork Composite Longbow (+8 Str Bonus) (Adventure; Player's Handbook)
- ✦ Monk's Belt or Ring of Protection +2 (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

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