Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ULP8-04 *Serious Inquiries Only*

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 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.

☛ **Sunny Day**: The churches caught up in Roykyn's plot are pleased with your actions. You get a +2 circumstance bonus to Cha-based checks with all worshippers of Berronar Truesilver, Corellon Larethian, Garl Glittergold, Moradin, Lydia, St. Cuthbert, Ulaa, and Yondala. The churches will also provide you access to purchase (Frequency: Regional) one of the following armor special ability upgrades (MIC): *healing, sacred, restful, radiant, blueshine, death ward, daylight, heartening.*

↗ **Sweeping the Clouds Away**: You assumed the visage of a minion of Roykyn for a short time and have been through a special *atonement* process, but you can never fully shake the taint of the goddess of trickery. For one year from the date of this AR, you detect faintly as evil, gains resistance (acid) 5 and find yourself susceptible to commands and suggestions of gnomes. Simple non-magical spoken commands or suggestions are treated as a *command* or *suggestion*, which you must make a DC 10 Will save to resist. Saves against magical enchantments cast by gnomes are made at –4.

☛ **Every Door Will Open Wide**: You have pleased one person, but betrayed a great number of powerful religious sects in the Principality and your name has been spread to the faithful masses. You gain an Influence Point from whatever organization (_____) you sold the scrolls to, as well as 100 gp over the cap for each scroll. However, you can no longer benefit from divine NPC spellcasting anywhere in the Principality.

↗ **Minion of Roykyn**: You have joined the cult of Roykyn through your donation of coin and blood. Your primary goal is to go to Prinzfeld and spread rumors, discover secrets, and blackmail the populace in service to Roykyn as she begins her quest to take the gnomes as her own. This PC is removed from play. Please forward your name, levels and short biography to the Triad (poutriad@gmail.com) for tracking.

↗ **Brought to You by the Letter "Owe"**: You have pleased Roykyn with your donation to her coffers, and she believes you to be of some service to her. For one year from the date of this AR, you can choose to make use of your favor with Roykyn – you may save an ally from certain death (failed saving throw, reduced below 0 hit points or other death effect), but in exchange, you must, as an immediate action, roll a d100 and submit to the consequences below. Mark this favor as USED when it is spent.

1-25: PC immediately becomes a gnome, as if subject to a *reincarnate* spell.

26-75: PC immediately loses the ability to speak or read Common, but you gain the ability to speak Gnomish and to speak with burrowing animals at will.

76-100: PC immediately loses 50 percent of their maximum hit points, even if this would put them at a negative.

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)*

APLs 2, 4 (all of the following):
- ❖ *Divine Scroll of Atonement* (Adventure; DMG; Limit 5)
- ❖ *Divine Scroll of Bestow Curse* (Adventure; DMG; Limit 5)

APLs 6, 8 (all of APLs 2, 4 plus the following):
- ❖ *Golembane Scarab* (Adventure; DMG)
- ❖ *Hand of Glory* (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Anklet of Translocation* (Adventure; MIC; Limit 1)
- ❖ *Belt of Battle* (Adventure; MIC; Limit 1)
- ❖ *Divine Scroll of Timestop* (Adventure; DMG; Limit 1)
- ❖ *Large +1 Composite Shortbow, +6 Str Bonus* (Adventure; DMG)
- ❖ *Large +1 Frost Great Club* (Adventure; DMG)
- ❖ *Necklace of Adaptation* (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Circlet of Rapid Casting and Intellect +2* (Adventure; MIC/DMG; Limit 1; Price: 23,000 gp)
- ❖ *Helm of Glorious Recovery* (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