



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

ULP5-07 The Canticle of Fate

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 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.

✦ **Incarcerated:** This PC refused a direct order from a superior and must spend the next 52 TUs in prison. Additionally, this PC is stripped of rank and membership in any Principality military metaorganization, including the Liegemen of the Prince.

✦ **Haunted by the Raven:** This PC has attacked and killed at least one member of the Raven's Watch. The spirit of this elf haunts your dreams. All TU costs on the next three ARs are doubled.

✦ **Questioned at Length:** This PC fled the scene of a crime but returned to "face the music" later. This PC spends 2 additional TUs being grilled by the Grutum guard. As a result of this time spent, this PC receives a +1 circumstance check to Cha-based checks involving these guards.

✦ **Wanted:** This PC eluded the Watch of Grutum as they investigated a murder. This PC is now a known and wanted suspect. At the beginning of any adventure set in the Principality of Ulek, this PC must make a DC 25 Intimidate, Diplomacy, Bluff, or Disguise check (PC's choice) or be captured and put to questioning by agents of the crown. Capture costs this PC 4 additional TUs.

✦ **Touched by the Gem of Fate:** This PC was the first to touch the gem and was struck down, stunned, and dropped into a coma for 1 TU. For one year from the date on this AR, the PC may, once per adventure, add 2 to a single d20 roll of their choice, before the roll is made.

✦ **Watched by the Silent Ones:** This PC refused to pledge secrecy when asked to do so by the Silent Ones. This may have an effect on future interactions with that organization.

✦ **Ire of the Silent Ones:** For allowing Bergaja to escape and/or assaulting/insulting their agent Vilara, you have earned the ire of the Silent Ones. You now suffer a -2 circumstance penalty to all Cha-based checks with the Silent Ones, their agents, or while in Keoland. Void any and all influence points, favorable notices, and/or favors you have earned with the Silent Ones or their members. If a member of the Silent Ones, you are immediately demoted one rank. If this would place you below the lowest rank, you instead lose 12 additional TUs to "reeducation".

✦ **Notice of the Silent Ones:** This PC dealt with the threat posed by Bergaja but did not surrender the Gem of Fate to their agent. In gratitude for your assistance, the Silent Ones will assist you with research; you may expend this favor while in a city within the Sheldomar Valley to gain a +20 bonus to a single Knowledge check. Mark this favor as USED when it is consumed.

✦ **Favor of the Silent Ones:** You may expend this favor to gain access to purchase one NPC spellcasting of the *wish*, *limited wish*, *break enchantment*, *remove curse*, or *greater dispel magic* spell (21st level caster) at standard costs. Using the favor in this way costs 12 additional TUs, and it may only be used for the purposes of removing curses, negative spell effects, or other similar problems. Mark as USED when it has been consumed and notify the Keoland Triad of its use. This favor may have other uses in the future.

✦ **Favor of the Church of Ulaa:** This favor can be stacked with other Favors of the Church of Ulaa/Temple of Ulaa/Ulaa's Followers/the Congregation of the Hills to gain access (Frequency: Regional) to purchase the following: 1 – *testing chalice* (A&EG); *stone of alarm*; 2 – *stone salve*, *rope of stone* (CA); 3 – *stone horse* (courser); 4 – *stone of good luck*. Mark as USED when this favor is consumed.

ITEMS FOUND DURING THE ADVENTURE - Cross off all items NOT found

APL 2 (all of the following):

- ✦ Arcane Scroll of Animate Rope (CL 3rd) or Haste (CL 7th) (Adventure; DMG)
- ✦ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ✦ Vest of Resistance +1 (Adventure; Complete Arcane)
- ✦ Wand of Magic Missile (CL 1st; Adventure; Dungeon Master's Guide)

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

- ✦ +1 Blended Quartz Chain Shirt (Adventure; Arms & Equipment Guide)
- ✦ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ✦ Arcane Scroll of Animate Rope (CL 4th; Adventure; Dungeon Master's Guide)

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

- ✦ Bracers of Armor +2 (Adventure; Dungeon Master's Guide)

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

- ✦ +2 Chain Shirt (Adventure; Dungeon Master's Guide)
- ✦ Arcane Scroll of Animate Rope (CL 7th; Adventure; Dungeon Master's Guide)
- ✦ Arcane Scroll of Wall of Gloom (CL 5th; Adventure; Complete Arcane)
- ✦ Belt of One Mighty Blow (Adventure; Miniatures Handbook)
- ✦ Elemental Gem, Water (Adventure; Dungeon Master's Guide)
- ✦ Wand of Magic Missile (CL 3rd; Adventure; Dungeon Master's Guide)

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

- ✦ +1 Blended Quartz Breastplate (Adventure; Arms & Equipment Guide)
- ✦ +2 Mithral Chain Shirt or Bracers of Armor +3 (Adventure; DMG)
- ✦ Chime of Opening or Cloak of Resistance +2 (Adventure; DMG)
- ✦ Elixir of Fire Breath (Adventure; Dungeon Master's Guide)
- ✦ Vest of Resistance +2 (Adventure; Complete Arcane)
- ✦ Wand of Magic Missile (CL 5th; Adventure; Dungeon Master's Guide)

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

- ✦ +1 Magebane Longsword (Adventure; Complete Arcane)
- ✦ +1 Shock Scimitar or Spiked Chain (Adventure; Dungeon Master's Guide)
- ✦ +1 Spell Storing Quarterstaff or Ring of Protection +2 (Adventure; DMG)
- ✦ +2 Full Plate or +3 Chain Shirt (Adventure; Dungeon Master's Guide)
- ✦ +3 Blended Quartz Full Plate (Adventure; Arms & Equipment Guide)
- ✦ Cloak of Charisma +4 or Resistance +3 (Adventure; Dungeon Master's Guide)
- ✦ Wand of Animate Rope (CL 5th; 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