Living Greyhawk

This Record Certifies that

_____

Played by_____

Player *RPGA #*

Has Completed

Lost Dwarves

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#

593 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____

Signature *RPGA #*

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

APL 14
max 1,800 xp; 6,000 gp

APL 16
max 2,025 xp; 9,000 gp

Cross out any game effects this character does not gain.

☛ *Mark of Justice*
This PC has refused to protect the secrets of the Principality. This PC is take into questioning at the cost of an additional 26 TUs for this adventure, and, after being released, will be considered an enemy of the Principality. The PC receives a *mark of justice* (-6 Con), 19th level caster, that activates should the PC every communicate information about the Sovereign Mine to anyone. In addition, this mark appears as a visible broken dwarven axe on the bearer's forehead, which gives the PC a –6 penalty to Cha when interacting with any dwarf or resident of the Principality.

☛ *Loss of Eyes*
This PC had both of its eyes removed by an ocularon. The PC is permanently blinded until its eyes are restored (by a *regenerate* spell or similar magic).

☛ *Recommendation from the Principality of Ulek Royal Army and Mine Rangers*
For successfully assisting in handling a great potential threat to the Principality, you have received a recommendation from Commander Forgestone of the Principality of Ulek Royal Army and the Mine Rangers.

☛ *Great Success*
This PC has earned access to any one adamantine weapon AND any one adamantine armor or shield of their choice for the standard cost (Frequency: Regional). Additionally, they may upgrade any one weapon or suit of armor to a *+2* or *+3* enhancement bonus for the standard cost (Frequency: Regional). Those PCs in either the Royal Army or Mine Rangers also gain permanent access (Frequency: Regional) to purchase the *axiomatic*, *holy*, and *mighty cleaving* weapon enhancement upgrades for the standard cost.

☛ *Intermediate Success*
This PC has earned access to any one adamantine weapon OR any one adamantine armor or shield of their choice for the standard cost (Frequency: Regional). Additionally, they may upgrade any one weapon or suit of armor to a *+2* enhancement bonus for the standard cost (Frequency: Regional). Those PCs in either the Royal Army or Mine Rangers also gain permanent access (Frequency: Regional) to purchase the *mighty cleaving* weapon enhancement upgrade for the standard cost.

☛ *Mild Success*
This PC has earned access to an adamantine dagger at the standard cost (Frequency: Regional).

TU
Starting TU

1 or 2 TU
TU Cost

\- TU
Added TU Costs

TU REMAINING

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

APL 10, 12:
- ❖ *Ring of Climbing, Improved (Adventure, DMG)*
- ❖ *Ring of Jumping, Improved (Adventure, DMG)*
- ❖ *Stone of Good Luck (Adventure, DMG)*

APL 14, 16 (APL 10, 12 Items plus):
- ❖ *Ring of Chameleon Power (Adventure, DMG)*
- ❖ *Ring of Protection +4 (Adventure, DMG)*
- ❖ *Universal Solvent (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
FINAL GP TOTAL

XP
Starting XP

\- XP
XP lost or spent

XP
Subtotal

\+ XP
XP Gained

XP
FINAL XP TOTAL