Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed ULP6-04 *Mixed Messages*
A Regional Adventure Set in the Principality of Ulek and Gained Access To The Following Items for Spellcasters

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)

APL 2

APL 4

APL 6

APL 8

APL 10

APL 12

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

Cross out any game effects this character does not gain.

Rauzzle's Spellbooks: There are a total of five spellbooks; each volume is available at a certain APL and above. They contain the following ([SC]*Spell Compendium*):

- APL 4 - Spellbook I: 1st – *burning hands, color spray, expeditious retreat, mage armor, magic missile, lesser orb of cold*[SC], *ray of enfeeblement, shield*; 2nd – *glitterdust, invisibility, Melf's acid arrow, mirror image, resist energy, scorching ray, Tasha's hideous laughter*. *Price*: 1,100 gp; *Weight*: 3 lbs.
- APL 6 - Spellbook II: 1st – *backbiter*[SC], *enlarge person, protection from good*; 2nd – *baleful transposition*[SC], *blur*; 3rd – *fireball, fly, haste, lightning bolt, ray of exhaustion, resonating bolt*[SC], *slow*. *Price*: 1,400 gp; *Weight*: 3 lbs.
- APL 8 - Spellbook III: 3rd – *hold person*; 4th – *bestow curse, defenestrating sphere*[SC], *orb of fire*[SC], *orb of force*[SC], *stoneskin*. *Price*: 1,150 gp; *Weight*: 3 lbs.
- APL 10 - Spellbook IV: 4th – *burning blood*[SC]; 5th – *arc of lightning*[SC], *baleful polymorph, greater blink*[SC], *mass fire shield*[SC], *mass fly*[SC], *prismatic ray*[SC]. *Price*: 1,700 gp; *Weight*: 3 lbs.
- APL 12 - Spellbook V: 5th – *cloudkill, reciprocal gyre*[SC]; 6th – *chain lightning, disintegrate, greater dispel magic, eyebite, greater heroism*. *Price*: 2,000 gp; *Weight*: 3 lbs.

TU
Starting TU

0 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 2:
- ❖ *Arcane Scroll of Lesser Orb of Acid* (CL 1st; *Adventure; Spell Compendium*)
- ❖ *Wand of Ray of Enfeeblement* (CL 1st; *Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):
- ❖ *Pearl of Power, 1st Level Spell* (*Adventure; Dungeon Master's Guide*)
- ❖ *Rauzzle's Spellbooks* (*Adventure; See Above*)
- ❖ *Wand of Cure Light Wounds* (CL 1st; *Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Magic Missile* (CL 3rd; *Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Wand of Magic Missile* (CL 5th; *Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Arcane Scroll of Ray of Enfeeblement* (CL 10th; *Adventure; Dungeon Master's Guide*)
- ❖ *Arcane Scroll of Scorching Ray* (CL 7th; *Adventure; Dungeon Master's Guide*)
- ❖ *Divine Scroll of Shield of Faith* (CL 9th; *Adventure; Dungeon Master's Guide*)
- ❖ *Pearl of Power, 2nd Level Spell* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Cure Moderate Wounds* (CL 3rd; *Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Magic Missile* (CL 7th; *Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Arcane Scroll of Ray of Enfeeblement* (CL 12th; *Adventure; Dungeon Master's Guide*)
- ❖ *Arcane Scroll of Scorching Ray* (CL 11th; *Adventure; Dungeon Master's Guide*)
- ❖ *Divine Scroll of Recitation* (CL 7th; *Adventure; Spell Compendium*)
- ❖ *Metamagic Rod, Empower, Lesser* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Scorching Ray* (CL 7th; *Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Divine Scroll of Flame Strike* (CL 10th; *Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Cure Serious Wounds* (CL 5th; *Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Fireball* (CL 8th; *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