



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed ULP6-03 *Flesh and Mettle*
A Regional Adventure Set in the
Principality of Ulek and Gained Access
To Wands, Scrolls, and Spellbooks



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

Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

APL 4

APL 6

APL 8

APL 10

APL 12

Cross out any game effects this character does not gain.

❖ **Oktu Bonecutter's Spellbooks:** There are a total of four spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC}Spell Compendium, ^{SS}Sandstorm):

- APL 4 - Spellbook I: 1st – magic missile, shield, benign transposition^{SC}, true strike, lesser orb of sound^{SC}, ray of enfeeblement, familiar pocket^{SC}; 2nd – scorching ray, false life, desiccating bubble^{SC}, invisibility, earthen grasp^{SC}, spectral hand. Price: 950 gp; Weight: 3 lbs.
- APLs 6 and 8 - Spellbook II: 3rd – fireball, haste, greater mage armor^{SC}, resonating bolt^{SC}, servant horde^{SC}, spectral weapon^{SC}, unluck^{SC}. Price: 1,050 gp; Weight: 3 lbs.
- APL 10 - Spellbook III: 4th – dimension door, Evard's black tentacles, orb of force^{SC}, fear. Price: 800 gp; Weight: 3 lbs.
- APL 12 - Spellbook IV: 5th – cone of cold, reciprocal gyre^{SC}, flaywind burst^{SS}. Price: 750 gp; Weight: 3 lbs.

❖ **Malignus Riggermort's Spellbooks:** There are a total of three spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC}Spell Compendium):

- APL 6 - Spellbook I: 1st – shield, lesser orb of electricity^{SC}, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp, unseen servant; 2nd – scorching ray, see invisibility, alter self, false life, ghoul touch, arcane lock, Tasha's hideous laughter; 3rd – fireball, haste, dispel magic, vampiric touch, fly. Price: 1,800 gp; Weight: 3 lbs.
- APLs 8 and 10 - Spellbook II: 4th – orb of force^{SC}, polymorph, Evard's black tentacles, orb of acid^{SC}, solid fog. Price: 1,000 gp; Weight: 3 lbs.
- APL 12 - Spellbook III: 5th – baleful polymorph, cone of cold, greater blink^{SC}, wall of stone, Rary's telepathic bond. Price: 1,250 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 (DMG = Dungeon Master's Guide, SC = Spell Compendium)

APL 2:

- ❖ Scrolls – Arcane: Color Spray, Shield, Expeditious Retreat and Divine: Cause Fear, Burning Hands, Bless, Obscuring Mist (CL 3rd; Adventure; DMG)
- ❖ Wand of Ghost Sound and Wand of Cure Minor Wounds (CL 1st; Adventure; DMG)
- APL 4 (all of APL 2 plus the following):
- ❖ Oktu Bonecutter's Spellbooks (Adventure; See Above)
- ❖ Scrolls – Arcane (CL 5th): Mage Armor, Ray of Enfeeblement and Divine: Deific Vengeance^{SC} (CL 4th), Nimbus of Light^{SC} (CL 3rd), Lesser Vigor^{SC} (CL 4th) (Adventure; DMG and SC)
- ❖ Wands: Color Spray (CL 1st), Magic Missile (CL 3rd) and Lesser Orb of Fire^{SC} (CL 3rd) (Adventure; DMG and SC)

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

- ❖ Malignus Riggermort's Spellbooks (Adventure; See Above)
- ❖ Scrolls – Arcane: Scorching Ray (CL 7th), Web (CL 6th), Detect Thoughts (CL 6th), Glitterdust (CL 6th), Tasha's Hideous Laughter (CL 5th), Earthen Grasp^{SC} (CL 5th), Blindness/Deafness (CL 4th), Fireburst^{SC} (CL 6th) and Divine: Nature's Favor^{SC} (CL 4th), Animal Messenger (CL 4th), Fog Cloud (CL 5th) (Adventure; DMG and SC)
- ❖ Wands: Cure Light Wounds (CL 1st) (Adventure; DMG)

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

- ❖ Scrolls – Arcane: Mirror Image (CL 6th), Dispelling Screen^{SC} (CL 7th), Bands of Steel^{SC} (CL 7th), Dispel Magic (CL 7th), Fireball (CL 7th), Arcane Sight (CL 7th) and Divine: Lesser Restoration (CL 5th), Spike Growth (CL 6th), Recitation^{SC} (CL 7th), Slashing Darkness^{SC} (CL 8th), Prayer (CL 7th) (Adventure; DMG and SC)
- ❖ Wands: Cure Moderate Wounds (CL 3rd), Magic Missile (CL 5th), Web (CL 3rd) (Adventure; DMG)

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

- ❖ Scrolls – Arcane: Stony Grasp^{SC} (CL 5th) and Divine: Darkfire^{SC} (CL 8th), Langour^{SC} (CL 7th) (Adventure; SC)
- ❖ Wands: Melf's Acid Arrow (CL 5th) (Adventure; DMG)

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

- ❖ Scrolls – Arcane: Dispel Magic (CL 9th), Dimension Door (CL 10th) and Divine: Creeping Cold^{SC} (CL 6th), Murderous Mist^{SC} (CL 7th), Dispel Magic (CL 9th), Greater Magic Fang (CL 9th), Mass Lesser Vigor^{SC} (CL 7th) (Adventure; DMG and SC)
- ❖ Wands: Earthen Grasp^{SC} (CL 6th) and Embrace the Wild^{SC} (CL 3rd) (Adventure; SC)

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