Living Greyhawk

This Record Certifies that

_____

Played by _____
Player *RPGA #*

Has Completed
The Wrong Corrected
A Meta-Regional Adventure
Set in the Sheldomar Valley

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 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

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

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

Cross out any game effects this character does not gain.

☛ *Captured!*
This PC was captured and impersonated for a brief time by Roulart Ramado. In addition to the standard TUs the PC spent on this adventure, she also spends 6 additional TUs while she frees herself and then tries to clear her name (representing the time the PC is out of play). The PC does not have to spend Lifestyle costs for the additional 6 TUs but loses all possessions save what she noted at the beginning of this adventure as being 'left at home.' If this PC lost everything, they may choose to invoke the Charity of Friends Clause from the LGCS.

☛ *Gratitude of Noblish*
In thanks for saving him from Roulart, Noblish, an old goblin tallow-maker who lives in the town of Greutam, has offered to sell several of his most prized possessions to the PC. These items can be purchased with Frequency: Regional (Principality of Ulek and Keoland) and Meta-Regional (Sheldomar Valley Meta-Region). If the PC purchases an item, do not void this favor, instead mark the item purchased as no longer available. The items are: *belt of endurance (A&EG)*, *candle of truth*, and *lantern of revealing*.

Roulart's Spellbook I
1st—[*color spray, disguise self, erase, expeditious retreat, jump, Nystul's magic aura, magic missile, ray of enfeeblement, reduce person, unseen servant*]; 2nd—[*alter self, detect thoughts, glitterdust, invisibility, misdirection, scorching ray*]; 3rd—[*arcane sight, clairaudience/clairvoyance, dispel magic, displacement, lightning bolt, slow*]; 4th—[*greater invisibility, hallucinatory terrain, illusory wall, rainbow pattern*]; 5th—[*dominate person, mirage arcana*].
Market Price: 660 gp; *Weight*: 3 lbs.

Roulart's Spellbook II
1st—[*alarm, ventriloquism*]; 5th—[*hold monster, mind fog*]; 6th—[*chain lightning, mass suggestion*].
Market Price: 240 gp; *Weight*: 3 lbs.

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*

APL 6:
- *Amulet of Proof Against Detection and Location (Adventure, DMG)*
- *Hat of Disguise (Adventure, DMG)*
- *Roulart's Spellbook I (Adventure, see above)*

APL 8 (APL 6 Items plus):

APL 10 (APL 6, 8 Items plus):

APL 12 (APL 6, 8, 10 Items plus):
- *Roulart's Spellbook II (Adventure, see above)*

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