



## This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

Has Completed  
ULP6-04 Mixed Messages

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#

**596 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.

✔ **Sequestered by Dugmaren Brightmantle:** For striking the artifact tome, you have been punished. You are temporarily incapacitated by a sequester spell (CL 21<sup>st</sup>); this adventure costs you an additional 3 TUs.

✔ **Shunned of the Dwarven Pantheon:** Anyone **Sequestered by Dugmaren Brightmantle** who already has the **Enmity of the Dwarven Pantheon** is shut out of the Dwarven deities' good graces:

- Non-dwarves are hereby expelled from any Principality of Ulek metaorganizations they currently belong to and are unable to join or rejoin any of these groups for 2 calendar years from the date on this AR. In addition, all NPC spellcasting costs in the Principality are doubled for 1 calendar year from the date on this AR.
- Dwarven PCs are punished even more harshly. In addition to the above, dwarven PCs are disowned by their patron deity. They lose their +4 stability bonus against bull rushes as well as their stonecunning ability. Any facial hair on this PC is lost and will not regrow. Divine spellcasting dwarves lose their abilities.

Restoration of these abilities & removal of these penalties can occur with the casting of both an *atonement* and a *remove curse* of at least CL 18<sup>th</sup> each.

✔ **Friendship of the Wurm:** Kaihonriedwur has offered to make his magical knowledge available. When selecting a new spell upon leveling, you may select one and only one of the following spells from the *Spell Compendium* (circle the one selected): *forceward*, *illusory pit*, *slapping hand*.

✔ **Favor of the Knights of Luna:** The Knights grant you access (Frequency: Regional) to purchase the following items: RotW: *masterwork elven thinblade or lightblade or courtblade*, *hideaway weapon* special ability; DMG weapon enhancement bonuses/special abilities: *spell-storing*, +2 or +3 bonus, *bane (orc)*; CA: *ring of lore*; CW: *sacred scabbard*; HoB: *rod of arming*; AE-EG: *bow of force*, *cloak of shelter*.

✔ **Appreciation of the Elven Prince:** Melf Brightflame uses his influence to grant you access (Frequency: Regional) to purchase one weapon or armor upgrade from the DMG of +1 to +3 equivalency (either enhancement bonus or special ability). In addition, arcane spellcasters gain access to learn one of Melf's personal spells, *Melf's unicorn arrow* (PHB2). Mark this favor as USED when it is consumed.

✔ **Insubordination:** For disobeying a direct order, this military PC has been brought before a tribunal. This costs the PC 2 additional TUs and, for the next calendar year from the date on this AR, they are prohibited from gaining any benefits from metaorganizations they belong to. They may reduce the length of this prohibition by expending recommendations (each 1 reduces the length by 2 calendar months).

✔ **Commendation of the Knights of Luna:** This elven or half-elven PC has been formally commended by Knight Calael Gyssem'tore. He recommends to his peers that you be contacted when they have an opening for squires.

✔ **Spyder's Gratitude:** You gain access (Frequency: Regional) to purchase the following: *boots of striding and springing*, *wand of magic missile* (CL 3<sup>rd</sup>), *pearl of power* (2<sup>nd</sup> level spell), *metamagic rod* (empower, lesser), *amulet of health* +6, *mithral full plate* of speed.

### ITEMS FOUND DURING THE ADVENTURE

(Cross off all items NOT found)

APL 2:

✔ Masterwork Flindbar, +1 Flindbar (Adventure; Monster Manual III)

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

✔ Large Items: Hide Armor, Greatclub, Javelins (Adventure; Dungeon Master's Guide)

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

✔ +2 Chain Shirt (Adventure; Dungeon Master's Guide)

✔ Large Items: +1 Breastplate, +1 Falchion (Adventure; Dungeon Master's Guide)

✔ Vest of Resistance +1 or +2 (Adventure; Complete Arcane)

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

✔ +2 Full Plate (Adventure; Dungeon Master's Guide)

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

✔ Bracers of Quick Strike (Adventure; Miniatures Handbook)

✔ Cloak of Resistance +2, Ring of Protection +2 (Adventure; Dungeon Master's Guide)

✔ Headband of Conscious Effort (Adventure; Complete Adventurer)

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

✔ +1 Mithral Buckler, +2 Heavy Steel Shield (Adventure; Dungeon Master's Guide)

✔ +2 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)

✔ Boots of Striding and Springing (Adventure; Dungeon Master's Guide)

✔ Elixir of Fire Breath (Adventure; Dungeon Master's Guide)

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

✔ +1 Keen Bastard Sword (Adventure; Dungeon Master's Guide)

✔ +2 Breastplate, +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)

✔ +2 Greatsword, +2 Longsword (Adventure; Dungeon Master's Guide)

✔ +3 Full Plate, +3 Heavy Steel Shield (Adventure; Dungeon Master's Guide)

✔ Bracers of Armor +3 (Adventure; Dungeon Master's Guide)

✔ Cape of the Mountebank (Adventure; Dungeon Master's Guide)

✔ Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)

✔ Gloves of Fortunate Striking (Adventure; Miniatures Handbook)

✔ Headband of Intellect/Belt of Giant Strength/Periapt of Wisdom +4 (Adv.; DMG)

✔ Vest of Resistance +3 (Adventure; Complete Arcane)

### 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

I 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