



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
Dark Trade

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 _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Cross out any game effects this character does not gain.

☛ Duergar Slave

This PC was captured by a group of duergar slavers. The PC must spend an additional 2 TUs beyond the standard cost for this adventure (representing their time imprisoned by the duergar before their escape). The PC does not have to pay Lifestyle costs for these additional TUs, but losses all possessions save what she noted at the beginning of the adventure as being left at home. If this PC lost everything, she may choose to invoke the Charity of Friends clause of the LGCS.

☛ Recommendation for the Mine Rangers

Captain Oberth Linderhoff has given you his personal recommendation to join the Mine Rangers, a special organization that serves to protect and investigate the mines of the Principality. The use of this recommendation will appear in future scenarios or meta-organization documentation. Please contact the PoU Triad for further details.

☛ Commendation from the Mine Rangers

Captain Oberth Linderhoff has given you his personal commendation for the Mine Rangers, a special organization that serves to protect and investigate the mines of the Principality. The PC may take advantage of this commendation (mark it as used) to gain access (Frequency: Adventure) to purchase a collapsible grappling hook (A&EG) and up to 10 burrowing pitons (A&EG).

☛ Davik's Spellbook I

1st – charm person, grease, mage armor, magic missile, sleep;
2nd – glitterdust, scare, Tasha's hideous laughter.

Market Price: 550 gp; Weight: 3 lbs.

☛ Davik's Spellbook II

3rd – deep slumber, fireball, hold person, suggestion, ray of exhaustion; 4th – confusion, crushing despair, enervation.

Market Price: 1,350 gp; Weight: 3 lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- ☛ Bag of Holding – Type II (Adventure, DMG)
- ☛ Davik's Spellbook I (Adventure, see above)
- ☛ Hevard's Handy Haversack (Adventure, DMG)
- ☛ Masterwork Whip Dagger (Adventure, A&EG)
- ☛ Potion of Barkskin +3 (Adventure, DMG)
- ☛ Wand of Magic Missile (Adventure, 1st level caster, DMG)

APL 4 (APL 2 Items plus):

- ☛ Boots of the Winterlands (Adventure, DMG)
- ☛ Eyes of the Eagle (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +1 (Adventure, DMG)
- ☛ Potion of Barkskin +4 (Adventure, DMG)
- ☛ Potion of Haste (Adventure, DMG)
- ☛ Potion of Owl's Wisdom (Adventure, DMG)
- ☛ Potion of Protection from Arrows 15/magic (Adventure, DMG)
- ☛ Silversheen (Adventure, DMG)
- ☛ Wand of Cure Light Wounds (Adventure, 1st level caster, DMG)
- ☛ Wand of Magic Missile (Adventure, 3rd level caster, DMG)

APL 6 (APL 2, 4 Items plus):

- ☛ Davik's Spellbook II (Adventure, see above)
- ☛ Goggles of Minute Seeing (Adventure, DMG)
- ☛ Horn of Fog (Adventure, DMG)
- ☛ Javelin of Lightning (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ☛ Oil of Keen Edge (Adventure, DMG)
- ☛ Oil of Magic Vestment +1 (Adventure, DMG)
- ☛ Potion of Barkskin +5 (Adventure, DMG)
- ☛ Wand of Magic Missile (Adventure, 5th level caster, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ☛ Masterwork Mighty Whip Dagger [+3 Str bonus] (Adventure, A&EG)
- ☛ Oil of Greater Magic Weapon +3 (Adventure, DMG)
- ☛ Oil of Magic Vestment +2 (Adventure, DMG)
- ☛ Potion of Shield of Faith +5 (Adventure, DMG)
- ☛ Ring of Climbing (Adventure, DMG)
- ☛ Ring of Jumping (Adventure, DMG)
- ☛ Rod, Immovable (Adventure, DMG)
- ☛ Rope of Climbing (Adventure, DMG)
- ☛ Scarab, Golembane (Adventure, DMG)
- ☛ Wand of Magic Missile (Adventure, 7th level caster, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ☛ +2 Mighty Whip Dagger [+4 Str bonus] (Adventure, A&EG)
- ☛ Boots of Striding and Springing (Adventure, DMG)
- ☛ Horn of Goodness/Evil (Adventure, DMG)
- ☛ Keoghtam's Ointment (Adventure, DMG)
- ☛ Necklace of Fireballs – Type IV (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +4 (Adventure, DMG)
- ☛ Oil of Magic Vestment +3 (Adventure, DMG)
- ☛ Portable Winch [Str 18] (Adventure, A&EG)
- ☛ Potion of Heroism (Adventure, DMG)
- ☛ Slippers of Spider Climbing (Adventure, DMG)
- ☛ Vest of Escape (Adventure, DMG)
- ☛ Wand of Cure Moderate Wounds (Adventure, 3rd level caster, DMG)
- ☛ Wand of Magic Missile (Adventure, 9th level caster, 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

TU

Starting TU _____

1 OF 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