



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
ULP4-05 Death to Undeath
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 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.

☛ The Unliving Spider

A picture of a skeletal spider lies on the white cover of this non-magical book. The tome's text is written in Infernal. PCs with the ability to read Infernal can gain the competence bonuses that the book provides. This text gives the owner a +4 competence bonus to Knowledge (religion) skill checks involving undead spiders. If the owner of the text does not possess the Knowledge (religion) skill, that individual can still make a Knowledge (religion) skill check for matters involving undead spiders, but without the +4 bonus mentioned above. It takes 5 minutes of reading to gain this bonus, and the book must be read no more than 5 minutes before the check.

Market Price: 100 gp; Weight: 2 lbs.

☛ Recommendation from the Principality of Ulek Royal Army

For successfully defeating Zacereye, the high necromancer of Nerull in the Disputed Territory and the Warlord's right-hand man, you have received a recommendation to join the Principality of Ulek Royal Army.

☛ Commendation from the Principality of Ulek Royal Army - Low / High

Your commanding officer in the Royal Army has given you his personal commendation (circle either Low or High). He also grants you access (Frequency: Regional) to purchase the following items: amulet of health +4 (Low or High) and amulet of health +6 (High only).

☛ Gratitude of the Principality of Ulek

In thanks for defeating Zacereye, the high necromancer of Nerull in the Disputed Territory, and the Warlord's right-hand man, the good folks of the Principality of Ulek have given you their gratitude. You gain access (Frequency: Regional) to purchase the following items and weapon upgrades: circlet of blasting (minor), phylactery of undead turning, bone (undead) weapon special ability, and disruption weapon special ability. If the PC had a home region of the Principality of Ulek at the time of playing this adventure, they also gain access (Frequency: Regional) to purchase the following items: bracers of dawn (CW) and circlet of blasting (major).

☛ Scar from the Ring of Death

You have worn the Ring of Death, a most cursed ring, upon your own finger. Due to this fact, the ring has left a permanent burn mark upon your finger. Additionally, all penalties received from the ring slowly dissipate at the rate of one point per scenario played. The current penalty points should be noted on this AR as a reference for future judges.

☛ Ring of Death - Advanced

Despite the pull of forces above you, this PC has managed to keep the Ring of Death, a most cursed ring, upon its finger. The ring acts as noted on the AR in which the ring was originally gained, with the following changes:

If the bearer is female, they find themselves mysteriously pregnant in the near future. This PC may only partake in 39 more TUs of activity before they give birth to a child, resulting in the PC being instantly slain with no chance of resurrection or raising. Furthermore, their child (an NPC) inherits the ring and continues its dark path through the world.

If the bearer is male, he is more quickly disfigured by the ring. His Charisma suffers a -1 profane penalty for every future TU spent, and he is instantly slain with no chance of resurrection or raising when the penalty equals his base Charisma score.

Strong Necromancy; CL: 13th; Prerequisites: can't be created; Market Price: can't be sold except as noted in future adventures; Weight: 0 lbs.

☛ Ring of Deftness

This thin silver ring continually grants the wearer a +2 competence bonus to Sleight of Hand checks.

Faint Transmutation; CL: 3rd; Prerequisites: Forge Ring, creator must have two ranks in Sleight of Hand; Market Price: 400 gp; Weight: 0 lbs.

☛ Spyder's Thanks

In thanks for being a contributing member of the Web, a Principality of Ulek meta-organization, Spyder has granted you access (Frequency: Regional) to the following items: amulet of proof against detection and location and ring of blinking. Only current members in good standing may earn this favor.

☛ Using Oldid Silverbeard's Favors/Influence

Previously you have earned Influence Points and/or Favors of Oldid Silverbeard. With the defeat of Zacereye, Oldid Silverbeard has agreed to grant item access (Frequency: Regional), to purchase the items as follows, for each of his influence points/favors: One 1P/Favor spent - bolt of voices (A&EG), Two 1Ps/Favors spent - self-loading crossbow (A&EG), Three 1Ps/Favors spent - axe of shards (A&EG), Four 1Ps/Favors spent - staff of healing. Circle the appropriate expenditure(s) above. Any influence point/favor that is spent in this fashion should be marked USED on the actual certificate or AR.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 8:

- ☛ +1 Keen Falchion (Adventure, DMG)
- ☛ Boots of Striding and Springing (Adventure, DMG)
- ☛ Cloak of Resistance +2 (Adventure, DMG)
- ☛ Murlynd's Spoon (Adventure, DMG)
- ☛ Pearl of Power - 1st level (Adventure, DMG)
- ☛ Pearl of Power - 2nd level (Adventure, DMG)
- ☛ Pearl of Power - 3rd level (Adventure, DMG)
- ☛ Periapt of Wisdom +4 (Adventure, DMG)
- ☛ Potion of Barkskin +4 (Adventure, DMG)
- ☛ Ring of Deftness (Adventure, see above)
- ☛ The Unliving Spider (Adventure, see above)
- ☛ Universal Solvent (Adventure, DMG)

APL 10 (APL 8 Items plus):

- ☛ Bag of Holding - Type II (Adventure, DMG)
- ☛ Periapt of Wisdom +6 (Adventure, DMG)

APL 12 (APL 10 Items plus):

- ☛ +1 Bane (Dwarf) Spiked Chain (Adventure, DMG)
- ☛ Cloak of Resistance +4 (Adventure, DMG)
- ☛ Helm of Comprehend Languages and Read Magic (Adventure, 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