



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
ULP8-03 The Mind of a Spider
A Regional Adventure
Set in the Principality of Ulek



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

Play Notes:

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



Adventure Record#

598 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

APL 14

max 1,800 xp; 6,600 gp

Cross out any game effects this character does not gain.

• **Thanks of the Web:** For returning the body of Spyder and all his gear to the Web, this PC has been given access to any one non-Closed spell from SpC, of a spell level they could cast at the conclusion of this adventure, of the PC's choice or (Frequency: Adventure) to purchase any one non-Closed magical clothing or tool (maximum value of 1000 gp x APL played) from the MIC. Members of The Web gain access to two such choices.

Choice(s): _____

• **Thanks of the Mine Rangers:** For assisting with clearing out one of the caves of the Principality of Ulek and freeing a number of slaves, this PC gains access (Frequency: Regional) to purchase one of the following magic items: *immovable rod*, *rod of metal and mineral detection*, *staff of earth and stone*, *elemental gem (earth)*, *stone of alarm*, *goggles of night*, *stone of good luck*. Members of the Mine Rangers may purchase one of each of the aforementioned magic items.

• **Marriage to Melina Mumpett:** You have agreed to marry Melina Mumpett, which occurs one month after the date on this AR. All bonuses gained with the **Attention of Melina Mumpett** stay in effect and this PC also gains a +1 morale bonus to AC and saving throws whenever they have less than 10 hit points; but for each Time Unit (TU) the PC spends after this AR, they must pay 100 gp to keep Melina happy, pleased, and satisfied. Failure to pay results in Melina getting upset and leaving the PC. Once Melina has left the PC, her attention cannot be regained and all bonuses related to her Attention become penalties and all bonuses related to the Marriage are lost.

• **Used Gratitude of Noblish:** This PC has used (expended) the Gratitude of Noblish (from *SHE3-07 The Wrong Corrected*) by purchasing a truelight lantern (MIC).

• **Illithid Experimentation Corrected:** For saving a number of enslaved persons from the clutches of the abomination known as Malevolence, one of them is able to arrange for the illithid rune to be permanently removed negating all results of the experimentation save for access to the Badge of Bondage feat (Dragon #315).

• **Malevolence's Spellbook I:** This spellbook has a white leathery cover and is written in deep bright red ink: 1st – *charm person*, *color spray*, *endure elements*, *hypnotism*, *mage armor*, *shield*, *sleep*; 2nd – *blindness/deafness*, *darkness*, *daze monster*, *detect thoughts*, *fox's cunning*, *glitterdust*, *Tasha's hideous laughter*, *touch of idiocy*, *web*; 3rd – *arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *dispel magic*, *haste*, *hold person*, *nondetection*, *suggestion*; 4th – *charm monster*, *confusion*, *crushing despair*, *greater invisibility*, *lesser geas*, *minor globe of invulnerability*, *stoneskin*; 5th – *dominate person*, *feeblemind*, *mind fog*. Price: 5,100 gp; Weight: 3 lbs.

• **Malevolence's Spellbook II:** This spellbook has a black leathery cover and is written in a dark crimson colored ink: 4th – *dimension door*, *dimensional anchor*; 5th – *hold monster*, *symbol of sleep*, *teleport*; 6th – *contingency*, *geas/quest*, *mass suggestion*, *shadow walk*, *true seeing*, *symbol of persuasion*. Price: 2,950 gp; Weight: 3 lbs.

• **Malevolence's Spellbook III:** This spellbook has a dark flesh-like cover and is written in blood: 1st – *distract* (SpC), *incite* (SpC), *inhibit* (SpC), *shock and awe* (SpC); 2nd – *darkbolt* (LoM), *detect aberration* (LoM), *entice gift* (SpC), *mechanus mind* (SpC), *mindless rage* (SpC), *rebukey* (SpC), *sting ray* (SpC), *torrent of tears* (CM); 3rd – *arms of plenty* (LoM), *bothersome babble* (CM), *invoke the cerulean sign* (LoM), *mesmerizing glare* (SpC), *miser's envy* (SpC), *ray of dizziness* (SpC), *suppress breath weapon* (SpC), *undulant innards* (LoM); 4th – *battle hymn* (SpC), *greater rebukey* (SpC), *Melf's slumber arrows* (CM), *Vecna's malevolent whisper* (CM); 6th – *endless slumber* (CM), *probe thoughts* (LoM); 7th – *final rebukey* (SpC), *hiss of sleep* (SpC), *symphonic nightmare* (SpC), *transfix* (SpC). Price: 5,000 gp; Weight: 3 lbs.

TU

Starting TU

I or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE (Cross off all items NOT found)

APL 8 (all of the following):

- ❖ +1 Eager Battleaxe (Adventure; MIC; Limit 1)
- ❖ +1 Mithral Full Plate (Adventure; DMG)
- ❖ +1 Spell Storing Rapier (Adventure; DMG)
- ❖ Alchemist Items: Blend Cream, Fareye Oil, Freeglide, Hawk's Ointment, Keenear Powder, Softfoot, Suregrip (Adventure; CAD; Limit 5 Each)
- ❖ Alchemist Items: Clearwater Tablets, Daystrider Capsule, Endurance Elixir, Nerv (Adventure; CS; Limit 5 Each)
- ❖ Amulet of Tears (Adventure; MIC; Limit 1)
- ❖ Arcanist's Gloves (Adventure; MIC; Limit 1)
- ❖ Crystal of Energy Assault (Electricity), Least (Adventure; MIC; Limit 1)
- ❖ Focusing Candle (Adventure; CAD; Limit 1)
- ❖ Glamoured Armor Special Ability Upgrade (Adventure; DMG)
- ❖ Incense of Meditation (Adventure; MIC; Limit 1)
- ❖ Lens of Ray Extending (Adventure; LoM; Limit 1)
- ❖ Malevolence's Spellbooks I, II, III (Adventure; See Above)
- ❖ Rearguard Cape (Adventure; MIC; Limit 1)

APL 10 (all of APL 8 plus the following):

- ❖ Crystals of Energy Assault (Acid), Least (Adventure; MIC; Limit 1)
- ❖ Crystal of Energy Assault (Electricity), Lesser (Adventure; MIC; Limit 1)
- ❖ Lens of Ray Chaining (Adventure; LoM; Limit 1)
- ❖ Metamagic Rod, Silent, Lesser (Adventure; DMG; Limit 1)
- ❖ Ring of Divergence (Adventure; MIC; Limit 1)
- ❖ Torc of the Titans (Adventure; MIC; Limit 1)

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

- ❖ +1 Keen Spell Storing Rapier (Adventure; DMG)
- ❖ +1 Warning Handaxe (Adventure; MIC; Limit 1)
- ❖ Crystal of Energy Assault (Acid), Lesser (Adventure; MIC; Limit 1)
- ❖ Lens of Ray Doubling (Adventure; LoM; Limit 1)
- ❖ Metamagic Rod, Silent (Adventure; DMG; Limit 1)
- ❖ Ring of Avoidance (Adventure; MIC; Limit 1)

APL 14 (all of APLs 8, 10, 12 plus the following):

- ❖ Crystal of Energy Assault (Acid), Greater (Adventure; MIC; Limit 1)
- ❖ Gloves of Fortunate Striking (Adventure; MIC; Limit 1)
- ❖ Ring of Force Armor (Adventure; MIC; Limit 1)

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL