



## This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

Has Completed

ULP5-04 Persuasion

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#

595 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.

✦ **Torment** You have made the awful mistake of claiming Threnody's cursed magical necklace. It is made of odd stones, shells, and harpy feathers. It weighs 1 lb and radiates Moderate Transmutation and Necromancy magic. Anyone placing it around their neck is immediately aware of its powers and drawbacks.

When worn by a harpy, the necklace grants a +4 circumstance bonus to all Cha-based checks and a +1 insight bonus to all saving throws. This function only works for a true harpy; another creature that takes the form of a harpy through magical means does not count as a harpy for purposes of this effect. A harpy who wears **Torment** can also choose (as a free action) to exclude anyone within range of her captivating song ability from being affected by that ability.

When worn by a non-harpy, the necklace can be activated (requires a standard action) to grant a +4 circumstance bonus to all Cha-based checks and a +1 insight bonus to all saving throws for a continuous period of 10 rounds from the point of activation. This activation can only take place once per day. During the rest of the day (when the necklace isn't activated), the wearer instead receives a -4 profane penalty to all Cha-based checks and a -1 profane penalty to all saving throws.

A non-harpy cannot remove **Torment** once they have placed it around their neck. If they claim **Torment** without putting it on, they will find it around their neck after the next time they go to sleep (and any necklace they were previously wearing will instead be where they placed **Torment** before bed). The only way to remove **Torment** from around the neck of a non-harpy is by means of a *remove curse*, *break enchantment*, *limited wish*, *wish*, or *miracle* spell at CL 15<sup>th</sup>.

✦ **Favor of Rothgar Splinterstrike**: In gratitude for bringing back the body of his son Ethric, you have earned the favor of an influential merchant that specializes in military merchandise. With Rothgar's contacts, the PC with this favor gains access (Frequency: Regional) to purchase the following items and upgrades: +1 dwarvencraft battleplate (Races of Stone), armbands of might (Complete Adventurer), useful buckler (Arms & Equipment Guide), sonic weapon special ability (Miniatures Handbook), belt of dwarvenkind (Dungeon Master's Guide), acid resistance armor/shield special ability (Dungeon Master's Guide).

✦ **Commendation for the Principality of Ulek Mine Rangers**: You have received a commendation for the Mine Rangers, for successfully defeating Galagrok and his minions. Only current members of the Mine Rangers in good standing may earn this commendation.

✦ **Commendation for the Principality of Ulek Royal Army**: You have received a commendation for the Royal Army, for successfully defeating Galagrok and his minions. Only current members of the Royal Army in good standing may earn this commendation.

✦ **Zoltan's Spellbooks**: This PC gains access to one or more of Zoltan's spellbooks (the one at the APL played and all those at lower APLs):

- APL 4: 1<sup>st</sup> – benign transposition (Miniatures Handbook), burning hands, color spray, mage armor, magic missile, ray of enfeeblement, shield, true strike. Market Price: 400 gp; Weight: 3 lbs.
- APL 6: 2<sup>nd</sup> – baleful transposition (Miniatures Handbook), blindness/deafness, false life, glitterdust, mirror image, scorching ray. Market Price: 600 gp; Weight: 3 lbs.
- APL 8: 3<sup>rd</sup> – fireball, greater mage armor (Complete Arcane), haste, ray of exhaustion, resonating bolt (Complete Arcane). Market Price: 750 gp; Weight: 3 lbs.
- APL 10: 4<sup>th</sup> – enervation, ice storm, stoneskin, wrack (Complete Divine). Market Price: 800 gp; Weight: 3 lbs.
- APL 12: 5<sup>th</sup> – dragon breath (Complete Divine), prismatic ray (Complete Arcane), reciprocal glare (Complete Arcane), wall of force. Market Price: 1,000 gp; Weight: 3 lbs.

✦ **Raleg Reaverflame's Spellbooks**: This PC gains access to one or more of Raleg Reaverflame's spellbooks (the one at the APL played and all those at lower APLs):

- APL 8: 1<sup>st</sup> – burning hands, enlarge person, lesser orb of cold (Complete Arcane), lesser orb of electricity (Complete Arcane), mage armor, magic missile, shield, shocking grasp; 2<sup>nd</sup> – bear's endurance, fireburst (Complete Arcane), fox's cunning, glitterdust, protection from arrows, scorching ray, Tasha's hideous laughter, touch of idiocy; 3<sup>rd</sup> – fireball, fly, greater mage armor (Complete Arcane), lightning bolt, resonating bolt (Complete Arcane). Market Price: 1,950 gp; Weight: 3 lbs.
- APL 10: 4<sup>th</sup> – blast of flame (Complete Arcane), defenestrating sphere (Complete Arcane), dimension door, orb of acid (Complete Arcane). Market Price: 800 gp; Weight: 3 lbs.
- APL 12: 5<sup>th</sup> – arc of lightning (Complete Arcane), cone of cold, feeblemind, greater fireburst (Complete Arcane). Market Price: 1,000 gp; Weight: 3 lbs.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ✦ Mundane Equipment: Collapsible Grappling Hook, Metal Tongs, Periscope, Portable Crane, Sprayer (Adventure; Arms & Equipment Guide)
- ✦ Potion of Good Hope (Adventure; Dungeon Master's Guide)
- ✦ Wands: Cure Light Wounds, Summon Monster I (CL 1<sup>st</sup>, Adventure; Dungeon Master's Guide)

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

- ✦ Arcane Scrolls: Burning Hands, Ray of Enfeeblement, Shield (CL 2<sup>nd</sup>, Adventure; Dungeon Master's Guide); Benign Transposition (CL 1<sup>st</sup>, Adventure; Miniatures Handbook)
- ✦ Oil of Magic Vestment +2 (Adventure; Dungeon Master's Guide)
- ✦ Zoltan's Spellbooks (Adventure; See Above)

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

- ✦ Arcane Scrolls: Burning Hands, False Life, Ray of Enfeeblement, Shield (CL 4<sup>th</sup>, Adventure; Dungeon Master's Guide); Baleful Transposition (CL 3<sup>rd</sup>, Adventure; Miniatures Handbook)
- ✦ Elixir of Hiding, Elixir of Sneaking (Adventure; Dungeon Master's Guide)
- ✦ Heward's Handy Haversack (Adventure; Dungeon Master's Guide)
- ✦ Large Masterwork Falchion (Adventure; Player's Handbook)
- ✦ Oils: Greater Magic Weapon +2, Magic Vestment +3 (Adventure; Dungeon Master's Guide)
- ✦ Potions: Greater Magic Armor (CL 5<sup>th</sup>, Adventure; Complete Arcane); Resist Energy (Fire) 30 (Adventure; DMG)
- ✦ Wands: Cure Moderate Wounds, Summon Monster II (CL 3<sup>rd</sup>, Adventure; DMG)

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

- ✦ Arcane Scrolls: Burning Hands, False Life, Mirror Image, Ray of Enfeeblement, Shield (CL 6<sup>th</sup>, Adventure; DMG); Greater Mage Armor, Resonating Bolt (CL 5<sup>th</sup>, Adventure; Complete Arcane)
- ✦ Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)
- ✦ Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)
- ✦ Raleg Reaverflame's Spellbooks (Adventure; See Above)
- ✦ Ring of Feather Falling (Adventure; Dungeon Master's Guide)
- ✦ Wand: Summon Monster III (CL 5<sup>th</sup>, Adventure; Dungeon Master's Guide)

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

- ✦ +1 Large Falchion (Adventure; Dungeon Master's Guide)
- ✦ Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- ✦ Elemental Gem - Earth (Adventure; Dungeon Master's Guide)
- ✦ Oil of Magic Vestment +4 (Adventure; Dungeon Master's Guide)
- ✦ Wands: Cure Serious Wounds (CL 5<sup>th</sup>), Summon Monster IV (CL 7<sup>th</sup>) (Adventure; DMG)

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

- ✦ +1 Maiming/+1 Orc Double Axe (Adventure; Miniatures Handbook)
- ✦ Arcane Scrolls: Acid Orb (CL 7<sup>th</sup>, Adventure; Complete Arcane); Feeblemind (CL 9<sup>th</sup>, Adventure; DMG)
- ✦ Boots of Striding and Springing (Adventure; Dungeon Master's Guide)
- ✦ Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- ✦ Oil of Greater Magic Weapon +4 (Adventure; Dungeon Master's Guide)
- ✦ Potion of Greater Magic Fang +3 (Adventure; Dungeon Master's Guide)
- ✦ Ring of Protection +2 (Adventure; Dungeon Master's Guide)

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

### 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