



This Record Certifies that

Played by _____
Player _____ RPGA # _____

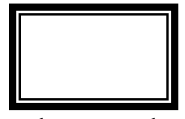
Has Completed
ULP5-05 Under the Influence
A Regional Adventure
Set in the Principality of Ulek



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 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

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

❖ **Cloak of the Phase Spider:** This cloak sports a stylized spider motif with webs made of silver thread around the hem. This cloak acts as both a cloak of arachnida and a cape of the mountebank. When using the dimension door ability, the user leaves behind wisps of white smoke vaguely shaped like a spider's web, appearing in a similar fashion at his destination.

Moderate conjuration, faint transmutation; CL 9th; Prerequisites: can't be crafted; Market Price: 29,120 gp; Weight: 1 lb.

❖ **Enmity of Spyder:** Against Spyder's explicit instructions, you used lethal force against the Adamantine Guard in your mission, or you betrayed a secret about Spyder. Spyder is well-connected and an influential person, as you will soon find out. This PC is immediately removed from any and all Principality of Ulek metaorganizations. Besides whatever penalties the PC receives for such removal, he also receives an additional -2 circumstance penalty to all Cha-based skill checks in the Principality. Furthermore, Spyder's agents attempt to stall, harass, and stymie this PC whenever he is in the Principality. All adventures set in the Principality of Ulek cost this PC an additional TU as you always seem to miss the boat, lose your horse, or find yourself delayed for some reason or another.

❖ **Membership in the Web:** You have been invited to join the Web, a secret organization headed by the enigmatic man named Spyder. Membership costs an initial outlay of 4 additional TUs. Contact the Principality of Ulek Triad for details. Items marked below with an asterisk are considered Frequency: Regional for members of the Web.

❖ **Gnome Vale Blue Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one Gnome Vale blue gemstone.

❖ **The Secret:** You possess knowledge of a potentially embarrassing secret to Prince Olindaad Corond of the Principality of Ulek. If this PC submits to a *geas*, promising never to reveal that secret, they gain access to one of the following benefits (circle one selected, mark as USED when consumed):

- Access (Frequency: Adventure) to purchase any one adamantine weapon, armor, or shield. The item will be emblazoned with the heraldry of the Principality and the personal sigil of Prince Corond.
- Access (Frequency: Adventure), via the Keepers of the Soul Forge, to purchase an upgrade to any martial weapon with either *bane* (undead) or *bane* (orc) weapon special ability.

Furthermore, any PC who is a member of a Principality military metaorganization is immediately promoted one rank. If this takes the PC beyond the rank of Master Sergeant, contact the Principality of Ulek Triad for details.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6:

- ❖ +1/+1 Double Scimitar (Adventure; Arms & Equipment Guide)
- ❖ Cloak of Elvenkind (Adventure; Dungeon Master's Guide)
- ❖ Slippers of Spider Climbing (Adventure; Dungeon Master's Guide)*

APL 8 (all of APL 6 plus the following):

- ❖ Bead of Force (Adventure; Dungeon Master's Guide)
- ❖ Potion of Barkskin +4 (Adventure; Dungeon Master's Guide)
- ❖ Wand of Magic Missile (CL 1st; Adventure; Dungeon Master's Guide)
- ❖ Wand of Ray of Enfeeblement (CL 1st; Adventure; Dungeon Master's Guide)*

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

- ❖ +1 Merciful/+1 Double Scimitar (Adventure; Arms & Equipment Guide)
- ❖ Cloak of Arachnida* or Resistance +2 (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Silent, Lesser (Adventure; Dungeon Master's Guide)
- ❖ Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)

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

- ❖ +2 Composite Shortbow, +1 Str Bonus (Adventure; Dungeon Master's Guide)
- ❖ +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ❖ Belt of Giant Strength +4 (Adventure; Dungeon Master's Guide)
- ❖ Gloves of Arrow Snaring (Adventure; Dungeon Master's Guide)*
- ❖ Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):

- ❖ +1 Merciful/+1 W