



# This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**ULP4-04 Ring of Death**  
**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#

**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
*(CIRCLE ONE)*

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**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.

☛ **Commendation from the Royal Army**  
Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to purchase the following items: ring of protection +2 and ring of protection +3.

☛ **Huecuva Blight**  
Your PC has been infected with a disease called huecuva blight. The incubation period is one day; at the end of that time, the disease deals 1d2 points of Str and Con damage. An infected PC must make a saving throw (Fort DC 14) each day thereafter or take another 1d2 points of Str and Con damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Con (and dies), makes two consecutive successful saves (and is thus cured), or receives magical treatment (such as a remove disease spell). If this disease is not cured before this adventure is concluded, the PC must make seven checks for each TU spent after this adventure until the PC dies or is cured.

☛ **Ring of Death**  
Only one PC per table will receive this ring (and if this PC already played ULP4-05 **Death to Undeath**, they don't gain the ring either). This PC put the ring on his/her finger and is now cursed by it. They did not "sell" it to Kretan, and now they can't remove it under any circumstances (except as noted in future adventures). The ring isn't fully attuned to the PC yet, so its effects are limited.

The wearer of the ring of death gains an increased ability to effect undead. Any spell or effect this PC uses that involves controlling, rebuking, or creating undead is used as if the PC's caster level was increased by 2. The wearer can detect undead at will. The ring functions as a ring of sustenance for the bearer.

If the bearer is female, they gain a +2 enhancement bonus to Charisma. However, they also suffer a -1 profane penalty to all Diplomacy, Intimidate, and Bluff checks against other females. This penalty increases by one for each adventure the bearer participates in after this one. If the wearer gives birth once she has worn the ring (assuming the ring is still in existence somewhere), she is instantly slain with no chance of resurrection or raising. Finally, a female bearer is compelled to take a certain path into the future; she must participate in ULP4-05 **Death to Undeath** as one of her next 10 adventures (no exceptions).

If the bearer is male, he is slowly disfigured by the ring, appearing more and more ghoulish. His Charisma suffers a -1 profane penalty which increases by one for each adventure the bearer participates in after this one. A male bearer is compelled to take a certain path into the future; he must participate in ULP4-05 **Death to Undeath** as one of her next 10 adventures (no exceptions).

If two or more PCs at the same table have the ring, have them roll d20s. Highest roll has the ring and the other PC "loses" it for the adventure. They believe the winner has stolen it and will refuse to provide direct assistance to that PC throughout the adventure. The ring returns to both individuals at the end of the adventure.

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

TU

Starting TU

**I OF 2**

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 4:

- ☛ Boots of Striding and Springing (Adventure, DMG)
- ☛ Oil of Magic Vestment +4 (Adventure, DMG)
- ☛ Potion of Barkskin +4 (Adventure, DMG)
- ☛ Potion of Shield of Faith +5 (Adventure, DMG)

APL 6 (APL 4 Items plus):

- ☛ Dust of Illusion (Adventure, DMG)
- ☛ Hat of Disguise (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +4 (Adventure, DMG)
- ☛ Pearl of Power - 1<sup>st</sup> level (Adventure, DMG)
- ☛ Wand of Burning Hands (1<sup>st</sup> level caster, Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ☛ Bead of Force (Adventure, DMG)
- ☛ Ring of Feather Falling (Adventure, DMG)
- ☛ Ring of Sustenance (Adventure, DMG)
- ☛ Ring of Swimming (Adventure, DMG)
- ☛ Robe of Bones (Adventure, DMG)
- ☛ Rope of Climbing (Adventure, DMG)
- ☛ Wand of Entangle (1<sup>st</sup> level caster, Adventure, DMG)
- ☛ Wand of Melf's Acid Arrow (3<sup>rd</sup> level caster, Adventure, DMG)

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

- ☛ Boots of Levitation (Adventure, DMG)
- ☛ Cloak of Charisma +4 (Adventure, DMG)
- ☛ Dust of Disappearance (Adventure, DMG)
- ☛ Gauntlet of Rust (Adventure, DMG)
- ☛ Gloves of Arrow Snaring (Adventure, DMG)
- ☛ Gloves of Swimming and Climbing (Adventure, DMG)
- ☛ Lens of Detection (Adventure, DMG)
- ☛ Periapt of Wisdom +4 (Adventure, DMG)
- ☛ Ring of Minor Energy Resistance - Fire (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ☛ Cape of the Mountebank (Adventure, DMG)
- ☛ Chime of Opening (Adventure, DMG)
- ☛ Dust of Dryness (Adventure, DMG)
- ☛ Greater Slaying Arrow - Dwarf (Adventure, DMG)
- ☛ Mask of the Skull (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +5 (Adventure, DMG)
- ☛ Pearl of Power - 2<sup>nd</sup> level (Adventure, DMG)
- ☛ Ring of Counterspells (Adventure, DMG)
- ☛ Rod of Paralysis (Adventure, A&EG)
- ☛ Wand of Magic Missile (9<sup>th</sup> level caster, 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

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

### 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