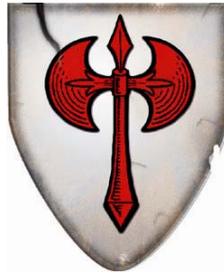




This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
ULP5-03 Mind Games
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.

❖ **Favor of the Congregation of the Hills:** For successfully completing your quest and presenting a gem to Keeper Karin Whytmyth, you have earned the favor of the Church of Ulaa. You can use this favor to gain access (Frequency: Adventure) to purchase any one of the following items/upgrades (circle the one selected): gem of brightness, dark blue rhomboid ioun stone, animated shield special ability (upgrade to one shield). Mark this favor as USED when it is consumed.

❖ **Gratitude of the Lost Dwarves:** You have led the deep dwarves that were enslaved away from Rancor and to safety. The deep dwarves will be eternally grateful to you, and your deeds will not soon be forgotten by them. This may have consequences in future adventures.

❖ **Enmity of Malevolence:** This PC attacked or gravely insulted Malevolence, causing Malevolence and his kind to feel a great enmity towards the PC. This may have consequences in future adventures.

❖ **Wrath of the Sheldomar Valley Mind Flayers:** You have kept a *Death Chest*, an evil necromantic item that the mind flayers will do almost anything to reclaim. If you do not carry the chest with you at all times, it will eventually be stolen by a mind flayer repossession squad while you are away (10% cumulative chance this occurs each time you leave it alone). Otherwise, should you face a mind flayer in a later adventure that takes place in the Sheldomar Valley Metaregion, you must inform your DM of this wrath. That mind flayer will do anything within its power to kill you and recover the chest by *plane shifting* away with it and your body (unless such an action would completely spoil the plot of the adventure in question). Note the AR the mind flayers recovered the chest here _____.

❖ **Stranded on the Plane of Shadows:** For previously earning the Enmity of Malevolence, he has left you stranded on the Plane of Shadows. It takes you 4 additional TUs before you find a portal back to Oerth and travel back to the Principality. Mark the cost of these additional TUs below.

❖ **Book, Mind Flayer Anatomy and Society:** When using this book as a reference on mind flayers, this PC may take one hour to study this book and receive a +5 competence bonus to any Knowledge checks with regards to mind flayers for the next twelve hours. Market Price: 2,000 gp; Weight: - lbs.

❖ **Tanek's Earth Dragon Helm:** When an Earth Dragon cleric becomes a senior priest in the clergy, he slays a young, good dragon and brings its skull back to Mount Drachenkopf. There the skulls are diminished, bronzed, and crafted into ceremonial helmets. Each *Dragon Helm* has slightly different powers. Tanek's enchanted helm is made from a copper dragon. It grants a +1 insight bonus to AC. It also allows its wearer to cast fear once per day as a standard action. Faint Necromancy; CL: 5th; Prerequisites: Craft Wondrous Item, good dragon skull, fear; Market Price: 11,850 gp; Weight: 2 lbs.

❖ **Smoke of Little Death:** The Earth Dragon cult developed this oil for use in some of its rituals, although it was soon found to be quite effective in combat as well. The recipe is a secret, jealously guarded by the priesthood. This oil comes in small vials that shatter when thrown, producing a cloud of noxious gas with a 10 foot radius spread. The smoke affects up to 10 HD of creatures, as per the *deep slumber* spell (DC 14 Will save or sleep for 5 minutes). Those who succumb to the oil's effects suffer strange and vivid dreams. Faint Enchantment; CL: 5th; Prerequisites: can't be crafted except by priests of the Earth Dragon; Market Price: 750 gp; Weight: 1/2 lb.

Ferran's Spellbooks

I 1st - benign transposition (MH), burning hands, charm person, color spray, magic missile; 2nd - scorching ray, touch of idiocy, web; 3rd - fireball, slow. Market Price: 850 gp; Weight: 3 lbs.

II 3rd - dispel magic, legion's curse of impending blades (MH); 4th - confusion, Evard's black tentacles, fire shield, Otiluke's resilient sphere; 5th - dominate person, magic jar. Market Price: 1,600 gp; Weight: 3 lbs.

III 5th - break enchantment, greater fireburst (MH); 6th - contingency, disintegrate. Market Price: 1,100 gp; Weight: 3 lbs.

TU
Starting TU

I 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Book, Mind Flayer Anatomy and Society (Adventure; see above)
- ❖ Ferran's Spellbook I (Adventure; see above)
- ❖ Masterwork Dwarven Buckler-Axe (Adventure; Complete Warrior)
- ❖ Oil of Greater Magic Weapon +2 (Adventure; DMG)
- ❖ Smoke of Little Death (Adventure; see above)
- ❖ Striped Toadstool Poison (Adventure; DMG)

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

- ❖ Elixir of Fire Breath (Adventure; DMG)
- ❖ Pearl of Power, 1st Level (Adventure; DMG)

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

- ❖ Ferran's Spellbook II (Adventure; see above)
- ❖ Ring of Sustenance (Adventure; DMG)

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

- ❖ Masterwork Composite Longbow, +5 Strength Bonus (Adventure; DMG)
- ❖ Metamagic Rod, Silent, Lesser (Adventure; DMG)
- ❖ Oil of Magic Vestment +5 (Adventure; DMG)

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

- ❖ +1 Frost Spiked Chain (Adventure; DMG)
- ❖ +3 Huge Wounding Greataxe (Adventure; DMG)
- ❖ Large Items: Breastplate, Cold Iron Greataxe, Dagger, +1 Greataxe (Adventure; DMG)
- ❖ Potion of Barkskin+5 (Adventure; DMG)
- ❖ Tanek's Earth Dragon Helm (Adventure; see above)

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

- ❖ +1 Large Breastplate (Adventure; DMG)
- ❖ +2 Banded Mail (Adventure; DMG)
- ❖ Cloak of Resistance +2 (Adventure; DMG)
- ❖ Ferran's Spellbook III (Adventure; see above)
- ❖ Living Chain (Adventure; Miniatures Handbook)

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 1/2 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