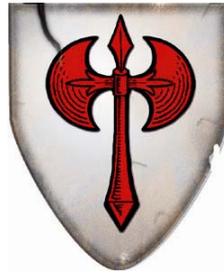




This Record Certifies that

Played by _____ Player RPGA # _____

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



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)

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

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...

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...

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...

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...

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, stonkskin; 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), rebuke (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 rebuke (SpC), Melf's slumber arrows (CM), Vecna's malevolent whisper (CM); 6th - endless slumber (CM), probe thoughts (LoM); 7th - final rebuke (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

XP Starting XP XP lost or spent Subtotal XP Gained XP FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE (Cross off all items NOT found)
APL 8 (all of the following): +1 Eager Battleaxe, +1 Mithral Full Plate, +1 Spell Storing Rapier, Alchemist Items: Blend Cream, Fareye Oil, Freeglide, Hawk's Ointment, Keenear Powder, Sofffoot, Suregrip, Alchemist Items: Clearwater Tablets, Daystrider Capsule, Endurance Elixir, Nerv, Amulet of Tears, Arcanist's Gloves, Crystal of Energy Assault, Least, Focusing Candle, Glamoured Armor Special Ability Upgrade, Incense of Meditation, Lens of Ray Extending, Malevolence's Spellbooks I, II, III, Rearguard Cape.
APL 10 (all of APL 8 plus the following): Crystals of Energy Assault (Acid), Lesser, Lens of Ray Chaining, Metamagic Rod, Silent, Lesser, Ring of Divergence, Torc of the Titans.
APL 12 (all of APLs 8, 10 plus the following): +1 Keen Spell Storing Rapier, +1 Warning Handaxe, Crystal of Energy Assault (Acid), Lesser, Lens of Ray Doubling, Metamagic Rod, Silent, Ring of Avoidance.
APL 14 (all of APLs 8, 10, 12 plus the following): Crystal of Energy Assault (Acid), Greater, Gloves of Fortunate Striking, Ring of Force Armor.

Lifestyle (None, Standard, Rich, Luxury), 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 Spent, GP Subtotal, GP Gained, GP Subtotal, GP Gained, GP Spent, GP FINAL GP TOTAL