



## This Record Certifies that

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

**Has Completed ULP4-06 Just Bring It!**  
**A Regional Adventure**  
**Set in the Principality of Ulek**  
**Without the Optional Encounter**



### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region \_\_\_\_\_

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

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



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

**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

**APL 18**

max 2,250 xp; 17,000 gp

Cross out any game effects this character does not gain.

### Spiders' Poisons

A picture of a jet-black spider with large fangs lies on the white cover of this non-magical book. The tome's text is written in Orcish. PCs with the ability to read Orcish can gain the competence bonuses that the book provides. This text gives the owner a +4 competence bonus to Knowledge (nature) skill checks involving spider poisons. If the owner of the text does not possess the Knowledge (nature) skill, that individual can still make a Knowledge (nature) skill check for matters involving spider poisons, but without the +4 bonus mentioned above. It takes 5 minutes of reading to gain this bonus, and the book must be read no more than 5 minutes before the check.

Market Price: 100 gp; Weight: 2 lbs.

### Spyder's Thanks

In thanks for being a contributing member of the Web, a Principality of Ulek meta-organization, Spyder has granted you access (Frequency: Regional) to the following items: *stone of good luck* (luckstone) and *ring of chameleon power*. Only current members in good standing may earn this favor.

### Commendation from the Principality of Ulek Royal Army

Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to purchase one of the following upgrades or items (circle the one selected): *amulet of health* +2 to +4, *cloak of charisma* +2 to +4, *gloves of dexterity* +2 to +4, *headband of intellect* +2 to +4, *periapt of wisdom* +2 to +4, or any standard +2 armor or shield from the DMG.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 12:

- ☐ +1 Large Chainmail (Adventure, DMG)
- ☐ Javelin of Lightning (Adventure, DMG)
- ☐ Sleep Arrow (Adventure, DMG)
- ☐ Spider's Poison (Adventure, see above)
- ☐ Universal Solvent (Adventure, DMG)

APL 14 (APL 12 Items plus):

- ☐ +1 Shock Composite Longbow, +2 Str Bonus (Adventure, DMG)
- ☐ +2 Full Plate (Adventure, DMG)
- ☐ +2 Large Chainmail (Adventure, DMG)
- ☐ Pearl of Power - 1<sup>st</sup> level (Adventure, DMG)
- ☐ Potion of Inflict Serious Wounds (3<sup>rd</sup> level caster, Adventure, DMG)

APL 16 (APL 12, 14 Items plus):

- ☐ +1 Flaming Lance (Adventure, DMG)
- ☐ +2 Heavy Steel Shield (Adventure, DMG)
- ☐ +3 Large Chainmail (Adventure, DMG)
- ☐ Amulet of Health +4 (Adventure, DMG)
- ☐ Brooch of Shielding (Adventure, DMG)
- ☐ Greater Slaying Arrow - Dwarf (Adventure, DMG)
- ☐ Greater Slaying Arrow - Elf (Adventure, DMG)
- ☐ Greater Slaying Arrow - Gnome (Adventure, DMG)
- ☐ Greater Slaying Arrow - Halfling (Adventure, DMG)
- ☐ Greater Slaying Arrow - Human (Adventure, DMG)
- ☐ Minor Ring of Energy Resistance - Fire (Adventure, DMG)

APL 18 (APL 12, 14, 16 Items plus):

- ☐ +1 Keen Shock Composite Longbow, +2 Str Bonus (Adventure, DMG)
- ☐ +2 Studded Leather Armor (Adventure, DMG)
- ☐ +3 Full Plate (Adventure, DMG)
- ☐ +3 Heavy Steel Shield (Adventure, DMG)
- ☐ Belt of Giant Strength +4 (Adventure, DMG)
- ☐ Periapt of Wisdom +4 (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 \_\_\_\_\_

### 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

TU

Starting TU

1 OF 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

