



JUDGE'S PRIMER FOR PRINCIPALITY OF ULEK REGIONAL EVENT PLAY

Judge's Primer 1.3 - Revision 8/12/04

The Principality of Ulek Triad has compiled the information in this document to aid you in your game mastering duties when judging or administering play of regional events. It is broken into two sections, a Player Section, which should be reviewed briefly with the players when the table forms, and an Administrator Section, which the judge may or may not cover with the players. Both are important to running events in the Principality of Ulek region properly. Note that the term "event" in this document includes scenarios, interactives, introductory scenarios, mini-modules and special missions.

PLAYER SECTION

It is important that this information be covered with the players before the regional event begins. The judge should write in the Play Notes section of the Adventure Record (AR) the text: "Judge Primer Reviewed" so that there is no question that players have received the brief prepared for them. This will be important in case any PCs or players are later held accountable for their actions.

Official Principality of Ulek Policy Regarding Core, Limited and NPC Only Prestige Classes:

PCs possessing the following Prestige Classes are shunned, feared, disliked, and/or hated by the residents of the Principality of Ulek region:

CORE

- Dragon Disciple (IF he is of evil dragon subtype)
- Elemental Savant
- Geomancer
- Mindspy
- Oozemaster
- Shadowdancer (IF she has a Shadow companion)
- Vigilante

LIMITED

- Alienist
- Dread Pirate
- Mindbender
- Outlaw of the Crimson Road
- Red Avenger

NPC ONLY

- All NPC Only classes

These Limited prestige classes will not be offered in any Principality of Ulek regional event or metagaming organization. Player Characters (PCs) may earn levels in these Limited prestige classes by play or participation in non-Principality of Ulek metagaming organizations, regional events, metaregional events or core events as per the rules in the LGCS, but with the caveats listed below. The Core prestige classes are available in all events, but with the same caveats listed below. Because PCs possessing levels in these prestige classes are viewed and treated negatively, and sometimes violently, in the Principality of

Ulek, a PC who takes a single level in any of them is subject to the following in-game effects.

1) The PC is barred from joining any Principality of Ulek regional meta- gaming organization. If a current member, he is immediately expelled, and is subject to all the penalties of one leaving the organization unfavorably. In addition, all the PC's Principality of Ulek regional influence points and recommendations will drop to 1/2 value (a PC must spend two to get the value of one, round fractions down). This reduction in value also applies to all similar regional rewards earned from this point forward.

2) If the PC's membership in a disfavored prestige class is revealed in any Principality of Ulek event by oral PC statements, markings or badges, or use of a special class ability available to only a disfavored Prestige class (e.g. a Mindbender uses *Telepathy* or *Suggestion* as a supernatural ability in front of someone with the Spellcraft skill), the PC will be restrained after the event ends by angry and suspicious local officials and citizens. These will detain the PC for questioning, delay travel arrangements, not provide directions, refuse service, etc. This results in a cost of 1 additional TU per any Principality of Ulek regional event when such an occurrence takes place. PCs who refrain from revealing their levels in a disfavored prestige class will not suffer the additional TU cost. If there is a dispute on what exactly constitutes "revealing their levels in a disfavored prestige class" during play, the judge has final arbitration on the matter.

Banned Items and Enhancements:

There are a few magic items and enhancements that are abhorred by the good citizens of the Principality of Ulek. PCs that use or display these items in a Principality of Ulek regional event face severe in-game penalties, due to the vigorous response of the populace to the sight of one of these items. The items and enhancements that this stricture applies to are:

ENHANCEMENTS

- Command
- Energy Drain
- Armor of Speed
- Undead Controlling
- Unholy

MATERIALS

- Pandemonic Silver
- Thinaun

ITEMS

- Assassin's Dagger
- Dagger of Venom
- Darkskull
- Demon Armor
- Diabolical Staff (all)
- Elixir of Love
- Eyes of Petrification
- Garrote (any)
- Gauntlet of Utterdeath
- Golem Manuals (all)
- Hand of Glory
- Horn of Evil
- Iron Flask
- Life Drinker
- Mace of Terror
- Mask of the Dead
- Mask of the Skull

- Mirror of Life Trapping
- Mirror of Opposition
- Nine Lives Stealer
- Robe of Bones
- Staff of the Viper
- Staff of Withering
- Sword of Life Stealing
- Vaporous Menace Staff
- Vial of the Last Gasp
- Wand of Unholy Blight
- Wanton Staff (any)
- Miscellaneous: Any items animating or controlling undead, or administering any poisons that cause death or permanent ability loss.
- Evil: Any scrolls, potions, wands or staves that use or duplicate a spell with the (Evil) descriptor.

The in-game results of wielding or using one of these items or enhancements in the Principality of Ulek regional events are as follows:

1) The Player Character using such an item suffers an immediate -2 circumstance penalty to all skill checks involving interpersonal relations with Principality of Ulek resident Non Player Characters (NPCs). This includes Bluff, Diplomacy, Gather Information, Perform, and Sense Motive checks, and any other checks the dungeon master/judge institutes on interpersonal relations for the duration of the event.

2) The PC must pay an extra 2 Time Unit (TU) penalty due to being held for questioning regarding his/her possession of such offensive equipment. This penalty is assessed at the end of the event, and carries forward to the next year's TU allotment if the PC is out of current year TUs.

3) The offending piece or pieces of equipment are confiscated by regional authorities at the end of the event, and are not returned. Judges should note this on the Adventure Record and adjust the players Master Item Logsheet (MIL) to reflect the change.

The above penalties only apply if the judge warns the players about the existence of this policy before the event begins, and only then if the PC displays or uses one of these items in a Principality of Ulek regional event. Note that NPCs may possess and/or use any of these items in an event, but PCs who acquire an item from an NPC in-game are subject to the penalties above if they knowingly wield a banned item. Detection of use is automatic if any NPC is present when the item is displayed or used, or if any PC testifies to regional authorities in-game. A player may avoid possible penalty by stating at the beginning of the event that his/her PC is "leaving that item at home". Note that the items are only banned from Principality of Ulek regional events; the ban does not apply when traveling or adventuring in the Principality of Ulek as part of a Core or Metaregional event.

War-Tax:

Effective March 2004, the Wax Tax has been repealed for all scenarios released after this date, beginning with ULP4-03 Dark Trade. The War Tax is still in effect for Year #3 (2003) events and ULP4-01 Even Further Downward Still and ULP4-02 Axe of Corond from Year #4 (2004), regardless of the date they are actually played. From May 2002 through February 2004 there was a requirement that any PC adventuring or performing mercenary work in a Principality of Ulek regional event was required to pay 10% of their total gain to the Principality of Ulek government in taxes, to aid with the ongoing war in the Disputed Territory. Failure to pay results in the loss of 4 Time Units per event played without paying the tax. Those PCs in the Principality of Ulek, Gran March, or Bissel military (Army, Navy, etc.) are exempt from this taxation. Audited PCs can be assessed any gold or TU penalties due.

Note that special, unique items awarded on an AR are not included in the tax calculation. Record the 10% tax under Lifestyle: Other Coin Spent. Record any TU penalties under Added TU Costs, and deduct four times Lifestyle: Standard costs for the TUs. Membership in the Royal Army, Royal Navy, and Mine

Rangers metagaming organizations or text in the event may allow certain PCs to avoid paying this tax. The player is responsible for providing documentation of tax exemption to the judge (or Triad member).

Note: Due to being hired by the Royal Army or Principality of Ulek government, PCs, even non-military ones, who play the following regional scenarios, are exempt from paying the War Tax during these events:

- ULP2-01 From All Sides
- ULP2-03 Plea to an Empire
- ULP2-04 Mountain Manor
- ULP2-06 Fort Stonewall
- ULP2-07 Messengers
- ULP2-08 Vanished
- ULP3-02 Recon
- ULP3-08 Lost Dwarves

Racial Tolerance, National Loyalties:

Although the Principality of Ulek is a cosmopolitan nation of many races, the entire nobility is composed of dwarves. Thus dwarves dominate nearly all aspects of the government, military leadership and cultural mores of the society. Elven folk are viewed with distaste by a large number of Principality of Ulek residents, due to the self-isolation of neighboring Celene. Half-orcs are viewed with suspicion and dislike due to the war with the humanoids of the Pomarj. Keoish folk are viewed with suspicion, as Keoland continues to push their agenda of empire building. Citizens of the Gran March, Bissel and the other Ulek states are given warm welcome for their support of the war effort. Most other races and nationalities are accepted benignly.

ADMINISTRATOR SECTION

Please read and inform players as needed.

NPC Spellcasting:

Principality of Ulek NPC spellcasters are extremely busy, due to the war effort; therefore, costs are escalated unless one has served the nation with some distinction. Please refer to the following directives for total costs, based on the Spellcasting and Services costs on Table 7-8, page 129 of the 3.5 PHB.

NPC Spellcasting Cost- Per Table 7-8 PHB		PoU Spell Cost Per Influence Point Spent			
Service	Cost	0	1	2	3
Spell, 0-level	Caster level x 5 gp	x1	x1	x1	x1
Spell, 1st-level	Caster level x 10 gp	x1	x1	x1	x1
Spell, 2nd-level	Caster level x 20 gp	x1	x1	x1	x1
Spell, 3rd-level	Caster level x 30 gp	N.A.	x2	x1.5	x1
Spell, 4th-level	Caster level x 40 gp	N.A.	x2	x1.5	x1
Spell, 5th-level	Caster level x 50 gp	N.A.	x2	x1.5	x1
Spell, 6th-level	Caster level x 60 gp	N.A.	x2	x1.5	x1
Spell, 7th-level	Caster level x 70 gp	N.A.	N.A.	x1.5	x1
Spell, 8th-level	Caster level x 80 gp	N.A.	N.A.	x1.5	x1
Spell, 9th-level	Caster level x 90 gp	N.A.	N.A.	N.A. **	N.A. **

N.A. = Not Available

1st-2nd level spells- all at 100% normal cost, no Influence points needed.
3rd-6th level spells- all at 200% normal cost, plus Influence points as below.
7th-8th level spells- all at 150% normal costs, due to minimum expenditure of two Influence points.
9th level spells- unavailable in Principality of Ulek (** except for followers of Celestian, with Triad approval).

Zero Influence Points spent: spells above second level will not be cast.
One Influence Point spent: spell cast at 200% of standard (plus material components).
Two Influence Points spent: spell cast at 150% of standard (plus material components).
Three Influence Points spent: spell cast at 100% of standard (plus material components).

Influence Points can only be used once for spellcasting or any other purpose. Judges should write "USED FOR SPELLCASTING" on each cert or appropriate passage of an AR, or destroy the cert (player's option). Influence Points can be shared amongst the PCs to reduce Spellcasting costs. Note that a PC needing a Raise Dead or Resurrection spell, with no Influence Points available, must be transported to a Core area (such as the city of Greyhawk) to be raised. This incurs a cost of 2 TUs for the corpse and at least one PC from the table, in order to transport the body. The cost of such a Raise Dead or Resurrection is then handled per the LGCS rules.

Influence points:

The Principality of Ulek region has offered many favors and influence points with local personages, contacts with vendors, and recommendations for various groups and assemblies. Except for NPC Spellcasting, as detailed above, the regional event must state when an influence point or other regional benefit can be used. For example, the "Favor of Oldid Silverbeard" gained in the 2001 scenario, *ULP1-05 Tomb Raiders*, cannot be used to gain audience with Oldid or Prince Corond unless the scenario being played specifically states that this can be done.

Thieves' guilds:

The lawful nature of dwarves means that criminals in the Principality of Ulek are poorly regarded and dealt with harshly. Unlike the situation in many cities in the Flanaess, thieves' guilds in the Principality of Ulek are not winked at, worked with behind the scenes, or tolerated as a necessary evil. The only exception to this rule is the Society of Shadows (SoS), who has pledged to curb ALL illegal activity and aid the government against the Pomarj. Lawbreakers are persecuted to the best of the ruler's ability, and always have been. Note that SoS members who break the law are also prosecuted fully. Rogue PCs should take care to act with discretion in the Principality.

Land & Nobles:

All the nobles in the Principality of Ulek are dwarven by birth. While there are some non-dwarves that own lands, these are few, and such ownership is predominately in return for some great service to the nation. PCs cannot claim nobility in the Principality of Ulek or own land there.

Illegal Tables and Penalties:

There are penalties for illegal play in the Principality of Ulek region. The following situations make a table illegal and will result in penalties.

1. Violating the RPGA mandate that tables be made up of 4-6 players and a judge.
2. Playing a Living Greyhawk regional event outside of the physical region they are set in (e.g. playing a Ket event in Florida, or a Principality of Ulek event in Georgia).
3. Playing an event not properly ordered from the RPGA, with the correct event order date.
4. A player "ghosting", which is when a player plays an RPGA sanctioned event without recording his/her results.
5. A player who plays a scenario after having played it or judged it beforehand.

Judges and administrators of events should be aware of and uphold all other RPGA and LG campaign rules as well.

The Principality of Ulek Triad and their designees will be on the alert for illegal tables. All players at a table deemed illegal by the Triad or its designees may have their PC for the illegal table penalized as follows. Said PCs will lose the greater of 25% of their total character wealth or all the wealth from the adventure. The PCs will lose all XP gained in the adventure. The PCs will lose the TUs used in the adventure, plus 2 additional TUs as a penalty. Judges of illegal tables will have one or more of their Principality of Ulek regional event ARs voided. There are increased penalties for repeat or flagrant offenders. These disciplinary actions can be appealed to the Triad only.

If a player has played at an illegal table, they may avoid the threat of Triad imposed penalties by taking immediate corrective action themselves. The player simply subtracts the XP, treasures and access gained from the illegal table on his/her next AR under Other Coin Spent/XP Used, with a note referring to the illegal AC or AR number. Write "VOID" across the offending AC/AR and note the AR where the XP and treasure was returned. This will "clear the slate" of past misdeeds. Note that illegal table TUs used are NOT refunded. This amnesty period expires for any player the moment the Triad begins investigating that player for allegations of cheating.

Principality of Ulek Code of Law:

The following is a list of various criminal offenses and their penalties, as defined by the laws of the Principality of Ulek. Judges are required to be stringent in the application of penalties for breaking the law if a PC is apprehended and given over to the authorities. Judges are encouraged to warn a PC before he or she commits an act that would violate a law of the Principality, though the PC is always free to do as they will thereafter (accepting the proper consequences, of course). Judges should refrain from administering penalties for acts committed and not witnessed, as PCs may occasionally "get away with it". Players should keep in mind that any PC at the table who witnesses an illegal act can turn in the lawbreaker in-game.

These rules are meant to add depth to the roleplaying experience and to curb needlessly destructive behavior on the part of PCs. In the event of a dispute on whether an act committed does in fact break the Principality's laws, the judge has final arbitration on the matter. Judges imposing penalties greater than 1000 gp and/or 1 TU should be reported to the Triad, including the PC name, the player name, the offense, and the penalty assessed.

Arson:

Setting fire to property by intent or neglect.

Penalty: Fine of 1000 gp per building story destroyed, plus a loss of 1 time unit per building destroyed.

Assault:

Placing a person in fear of imminent bodily harm.

Penalty: Fine of 500 gp and a loss of 1 time unit.

Banditry:

Accosting travelers and forcibly relieving them of their good or valuables.

Penalty: Loss of all possessions carried, a loss of 2 time units, and one year's exile from the Principality of Ulek.

Battery:

Striking another, with intent of bodily harm. Usually enforced only in severe or high visibility cases. Note: Subdual of suspected criminals is generally not enforced.

Penalty: 500 gp fine and a loss of 5 time units.

Burglary/Theft:

Theft of goods from homes, shops, other establishments or persons.

Penalty: Loss of all possessions carried and a loss of 2 time units per 1,000 gp value of stolen goods.

Civil Disturbance:

Causing disruptions in a public place.
Penalty: 50 gp fine and 24 hours in the local jail.

Forgery:

Making or passing counterfeit money of Principality of Ulek government documents.
Penalty: Loss of all possessions carried and imprisonment for 26 time units, plus Exile from the Principality of Ulek.

Grave Robbing:

The unauthorized opening of graves for any purpose.
Penalty: Fine of 500 gp and a loss of 2 time units per grave so defiled.

Inciting a Riot:

Instigating civil disorder within a settlement of any size.
Penalty: Loss of 4 time units, served repairing damages in the settlement.

Magical Control:

Controlling or influencing any citizen against their will through use of magic.
Penalty: Fine of 250 gp and a loss of 1 time unit. The offending spell will be stripped from any spellbook used in the act.

Manslaughter:

The accidental killing of innocent persons.
Penalty: Restitution of 25% of all the PC's monetary wealth to victim's survivors, with a minimum of 5,000 gp, and a loss of 12 time units plus 6 for every 1,000 gp short of the minimum paid.

Murder:

The intentional taking of the life of an innocent citizen.
Penalty: Punishable by death, usually on the gallows.

Piracy:

Unsanctioned interference with sea trade.
Penalty: Punishable by death or life term in prison.

Rape:

Forcible sexual act inflicted on an unwilling citizen.
Penalty: Fine of 5,000 gp and a loss of 26 time units, plus PC permanently removed to NPC status.

Robbery:

Forcefully stealing from someone.
Penalty: Loss of all possessions carried and a loss of 4 time units.

Slavery:

The taking or ownership of illegal slaves within the Principality of Ulek.
Penalty: Fine of 2,000 gp and a loss of 2 time units per slave, plus the immediate release of the slaves.

Treason:

Undermining the lawful leadership of the nation through action or informed inaction.
Penalty: Loss of all possessions, plus exile or death, dependent on circumstance.

Trespassing:

Entrance by a person into areas known to be barred to him.
Penalty: Fine of 250 gp.