



## This Record Certifies that

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

### Has Completed The Tomb of Tloques-Popolocas A Regional Adventure Set in Keoland



#### Play Notes:

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

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

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



Adventure Record#

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

**APL 2**

max 450 xp; 361 gp

**APL 4**

max 670 xp; 571 gp

**APL 6**

max 900 xp; 800 gp

**APL 8**

max 1,100 xp; 1,250 gp

Cross out any game effects this character does not gain.

#### ☒ Potion of Lesser Restoration

Caster Level: 3<sup>rd</sup>; Prerequisites: Brew Potion, lesser restoration; Market Price: 300 gp; Weight: - lbs.

☒ Writ of Outlawry: The PCs are wanted in Gradsul for the crime noted in the Play Notes. Whenever this PC comes across a law-enforcement agent in a Keoland scenario, there is a 25% chance the agent will recognize the outlaw and arrest him on site. The module ends there for this PC. The punishment and fine depend on the crime. Contact the Keoland Triad for details.

☒ Curse of Mictlantecuhltli: The PC has killed an innocent follower of the Olman death god Mictlantecuhltli. Whenever the PC does something that directly causes the death of a creature (such as inflicting the final points of damage that kills a creature), the PC receives the effect of a *cure minor wounds* spell. However, for the next hour, the PC suffers a -4 profane penalty to all Fort saves, as a bleeding wound appears on his chest, in the shape of a skeletal coyote.

#### ☒ Xapatl's +1 Chain Shirt of Silent Moves with Masterwork Armor Spikes

Caster Level: 5<sup>th</sup>; Prerequisites: Craft Magic Arms and Armor, silence; Market Price: 4,600 gp; Weight: 35 lbs.

#### ☒ Xapatl's +1 Macahuitl of Spell Storing

The macahuitl is a traditional weapon of the Olman. Sometimes referred to as the "obsidian sword", the macahuitl consists of a long, thin club of hardwood set with shards of obsidian, or rarely, small metal points, along its edge. It can inflict bloody lacerations with a swipe. It is equivalent to a longsword (and can be used by anyone proficient with that weapon) but inflicts both piercing and slashing damage and costs 18 gp. This macahuitl is +1 with the special ability of *spell storing*.

Caster Level: 8<sup>th</sup>; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 12<sup>th</sup> level; Market Price: 8,318 gp; Weight: 4 lbs.

#### ☒ Scroll of Remove Paralysis

Caster Level: 3<sup>rd</sup>; Prerequisites: Scribe Scroll, remove paralysis; Market Price: 150 gp; Weight: - lbs.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

❖ Scroll of Remove Paralysis (Adventure; 3<sup>rd</sup> level caster; 150 gp; see above)

❖ Potion of Gaseous Form (Adventure; 5<sup>th</sup> level caster; 750 gp; DMG)

❖ Xapatl's +1 Chain Shirt of Silent Moves with Masterwork Armor Spikes (Adventure; 4,600 gp; see above)

❖ Xapatl's +1 Macahuitl of Spell Storing (Adventure; 8,318 gp; see above)

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

❖ Potion of Lesser Restoration (Adventure; 3<sup>rd</sup> level caster; 300 gp; see above)

#### APL 6 (all of APL 2 or 4 plus the following)

❖ Scroll of Cure Critical Wounds (Adventure; 7<sup>th</sup> level caster; 700 gp; DMG)

#### APL 8 (all of APL 2 or 4 or 6 plus the following)

❖ Potion of Cure Serious Wounds (Adventure; 5<sup>th</sup> level caster; 750 gp; DMG)

❖ Gloves of Dexterity +2 (Adventure; 4,000 gp; 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 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