Living Greyhawk

This Record Certifies that

_____

played by_____
Player   RPGA #

Has Completed
COR4-10 *Riddle of the Dust*
A Core Adventure
Set in the Duchy of Tenh

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 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

Lost among the Faded Ones: You were lost among the Faded Ones of Tenh. You returned to the Oerth after 4 TU of wandering. You and your possessions were otherwise unharmed.

Prisoner of the Tenhas: You have been captured by Tenha rebels. You were held in the dungeons of Iarvaladhyr Keep for 4 TU and and released on payment of a ransom of 10% of your gold piece total as per the previous Adventure Record.
#

Spellbook: This book contains the following spells:
  APL 2: 0- *detect magic, flare, ray of frost, resistance*; 1st- *mage armor, magic missile, sleep*.
  APL 4: As above plus 1st- *ray of enfeeblement*; 2nd *glitterdust, resist energy, scorching ray*.
  APL 6: As above plus 2nd *web*; 3rd-*blink, fireball, ray of exhaustion*.
  APL 8: As above plus 3rd- *dispel magic*; 4th- *lesser globe of invulnerability, enervation, phantasmal killer*.
  APL 10: 5th- As above plus *cone of cold, feeblemind*.

Shield of the Sky Father: +2 heavy steel shield; on command casts *daylight* 3/day; *searing light* 1/day (as a 5th level caster). The shield requires exposure to sunlight for its power to be recharged.

May not be recharged more than once per day.
   The *shield* is a round disc of steel, its outer surface overlaid with magically hardened gold leaf. The outer face of the *shield* is embossed with the holy symbol of Pelor. The following inscription is embossed in Flannae runes around the rim of the *shield*:
   "Sky Father, who sheds light in dark places who brings the dawn's hope to dispel night's despair."
   Faint Evocation; CL 5th; Craft Magic Arms and Armor, *daylight, searing light*; Price 21,688 gp.

Sickle of the Oerth Mother: +2 sickle. On command it casts *plant growth* 3/day, and *call lightning* 1/day (as a 5th level caster). The wielder can use the *plant growth* and *call lightning* effects while wildshaped. The blade must be buried to the hilt in earth for the sickle's power to be recharged; may not be recharged more than once per day.
   The *sickle* is forged from magically hardened bronze, and has the same strength as steel. Spiral motifs are engraved into the blade, while the hilt is made from turned oak, polished to a deep brown color – the grain of the wood forming spirals and whorls. The pommel is carved in the form of a holy symbol of Beory.
   Faint Transmutation and Evocation; CL 5th; Craft Magic Arms and Armor, *plant growth, call lightning*; Price 23,688 gp.

TU	
Starting TU	
2 TU	
TU Cost	
- TU	
Added TU Costs	
TU REMAINING	

ITEMS FOUND DURING THE ADVENTURE
*Cross off all items **NOT** found*

APL 2
- ❖ Spellbook (Adventure, see above, 350 gp)
- ❖ Sickle of the Oerth Mother (Core; see above; 21,688 gp)
- ❖ Shield of the Sky Father (Core; see above; 23,688 gp)

APL 4 (all of APL 2 plus the following)
- ❖ Traveling spellbook (Adventure, see above, 700 gp)

APL 6 (all of APL 2-4 plus the following)
- ❖ Spellbook (Adventure, see above, 1,250 gp)
- ❖ Wand of slow [3 charges] (Adventure; CL 5th; DMG, 675 gp)

APL 8 (all of APL 2-6 plus the following)
- ❖ Spellbook (Adventure, see above, 2,000 gp)
- ❖ Ring of protection +2 (Adventure CL 5th; DMG).
- ❖ +2 lance (Adventure; CL 6th; DMG; 8,310 gp)
- ❖ +1 flaming quarterstaff (Adventure; CL 6th; DMG; 8,300 gp)

APL 10 (all of APL 2-8 plus the following)
- ❖ Spellbook (Adventure, see above, 2,520 gp)
- ❖ +2 chainmail (Adventure; CL 6th; DMG; 4,300 gp).

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	

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