Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

ADP7-05 Barrow of the Forgotten King Pt. 2

An Adapted Adventure

Set in the Good Hills

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#

597 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 5

max 1,720 xp; 1,625 gp

Merthuvial: A long lost king has honored you by allowing the sword named Merthuvial to be free. It is a jet black sword with a plain hilt decorated by a single large pearl in the pommel. The blade appears to be in perfect condition. It is a *+1 adamantine longsword*. There is a definite power in the sword as you hold it. How it is unlocked is truly a mystery. Cost 5,315 gp. Cannot be crafted.

Gift of the King: You received the sword Merthuvial for free. Only one character at the table may have this benefit. Cross off this entry for all other characters.

Thanks from the Townsfolk: The people of Kingsholm wish to thank you for the help that you provided in keeping the evil at bay. From the scattering of heirlooms that you discovered within the tomb the people wish to allow you to receive some of the items. You receive access to the following: *bag of holding type I, lens of detection, pearl of power 2nd level, periapt of health, ring of jumping, wand of shocking grasp*, and *wand of knock.*

TU

Starting TU

5 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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

ALL APLs

- *Wand of magic missile* 3rd level (Adventure; 270 gp; DMG; 6 charges)
- *Heward's handy haversack* (Adventure; DMG)
- *Phylactery of faithfulness* (Adventure; DMG)
- *Armor of rage* (Adventure; DMG)
- *Merthuvial* (Core; 5,315 gp; see above)

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 Item

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