



This Record Certifies that

Played by

Player

RPGA #

Has Completed
The Letter
A Core Adventure
Set in The City of Greyhawk

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

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

Signature

RPGA #

Play Notes:

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

Adventure Record#

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

APL 12
max 1,575 XP; 3,300 gp

Cross off all items not found

Favor of Eridok—You have helped uncover a plot to discredit the fine craftsmanship of Eridok. As a reward he has given you first crack at his latest shipment of magic. You may place the items on hold and purchase them at a later date. You have Core access to the following for one year after playing this adventure: candle of invocation, necklace of adaptation, goggles of night, periapt of wound closure, bracers of armor +4, ring of mind shielding, ring of swimming, potion of neutralize poison, trident of warning, wand of silence, and wand of summon monster III.

Favor of Eltrin D'rintini—This gentleman among rogues has given you a measure of respect. You may call upon him when in the City of Greyhawk and he will help you in your quest for knowledge. You may add 2 to any Gather Information of Knowledge (local—Core) check. In addition, you never know when having "friends" such as he will come in handy.

P'lerextral's Spellbook:

APL 2:

- detect magic, detect poison, mage hand, read magic, resistance; 1st—charm person, obscuring mist, sleep.

APL 4:

- detect magic, detect poison, mage hand, message, read magic, resistance; 1st—charm person, expeditious retreat, obscuring mist, sleep; 2nd—darkness, web.

APL 6:

- detect magic, mage hand, detect poison, message, read magic, resistance; 1st—charm person, expeditious retreat, obscuring mist, sleep; 2nd—darkness, glitterdust, web; 3rd—fireball, nondetection.

APL 8+:

- detect magic, detect poison, mage hand, message, read magic, resistance; 1st—charm person, expeditious retreat, obscuring mist, sleep; 2nd—darkness, glitterdust, web; 3rd—fireball, haste, nondetection; 4th—enervation, greater invisibility.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items not found

APL 2:

- Hat of disguise (Frequency; Adventure; 1,800 gp; DMG)
P'lerextral's Spellbook: (Frequency; Adventure; 150gp; See above)

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

- P'lerextral's Spellbook: (Frequency; Adventure; 600gp; See above)

APL 6 (all of APLs 2-4 plus the following):

- P'lerextral's Spellbook: (Frequency; Adventure; 1,000gp; See above)

APL 8 (all of APLs 2-6 plus the following):

- +2 breast plate (Frequency; Adventure; 4,350 gp; DMG)
P'lerextral's Spellbook: (Frequency; Adventure; 1,550gp; See above)

APL 10 (all of APLs 2-8 plus the following):

- +2 studded leather armor (Frequency; Adventure; 4,175 gp; DMG)
+2 longsword (Frequency; Adventure; 8,315 gp; DMG)

APL 12 (all of APLs 2-10 plus the following):

- Slippers of spider climb (Frequency; Adventure; 4,800 gp; DMG)

TU Starting TU

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

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 1/2 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 Subtotal

GP FINAL GP TOTAL