



This Record Certifies that

Played by

Player

RPGA #

Has Completed
COR4-12 Key to the Grave
A Regional Adventure
Set in the City of Greyhawk

Play Notes:

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

Home Region



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

Event: Date:

DM: Signature RPGA #

Favor of the Leatherworkers: As repayment for brave deeds in helping their neighborhood, the Greyhawk Leatherworkers Guild has rewarded you with their favor...

Kalia's Blessed Tarts: The friendly Kalia gave you this tart she baked herself as thanks for driving off Lord Kolta. Consuming the tart is a standard action...

Caster Level 5th; Prerequisites: cannot be crafted; Cost: NA.

Ire of the Dark Cult: You have angered a dark cult for interfering with their plans. Although this has no current effect, the cult may take their revenge upon you at some time in the future.

Worries of Revenge: Lord Kolta is still out there somewhere, and he wants his revenge upon you. Suffice to say, sleep becomes difficult for a time with that threat hanging over you...

Yrsana's Boon: The druid Yrsana has given you her favor for helping the people of her neighborhood in the City of Greyhawk. This favor is a small sprig of holly that never seems to age...

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:

- brooch of shielding (adventure; 1,500gp; DMG)
hand of the mage (adventure; 900gp; DMG)
pipes of the sewers (adventure; 1,150gp; DMG)

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

- wand of inflict light wounds (adventure, 1st level caster, 750gp; DMG)
wand of magic missile (adventure; 1st level caster; 750gp; DMG)

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

- bag of holding (type 1) (adventure; 2,500gp; DMG)

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

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

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