



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)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

☛ **Favor of the Leatherworkers:** As repayment for brave deeds in helping their neighborhood, the Greyhawk Leatherworkers Guild has rewarded you with their favor. Using their contacts in the armor industry, they will upgrade any one suit of armor or shield that you possess from a masterwork to +1 or a +1 to a +2 enhancement bonus. You must pay the cost difference for this upgrade. Write used across this text when the favor is redeemed.

☛ **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. Upon consuming the tart, the PC is cured of 3d8+5 points of damage and receives the effects of an *aid* spell. Write "used" across this text when the tart is consumed.

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. For the next three adventures after this one, you start the adventure fatigued as per the glossary in the *Player's Handbook*.

☛ **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. This favor can be redeemed at any time as a standard action for any **one** of the following spell effects: *barkskin*, *delay poison*, or *lesser restoration*. All spell effects are at 3rd level caster. Write "used" across this text when the favor is redeemed.

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)

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

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