



This Record Certifies that



Play Notes:

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

Adventure Record#

596 CY ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

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

APL 14

max 1,800 XP; 6,600 gp

Played by Player RPGA #

Has Completed COR6-07 From the Dust A Core Adventure Set in the Duchy of Tenh

Event: Date: DM: Signature RPGA #

Eyepatch of Tenh: For slaying the succubus Jerashanna, the PC has been offered by Duke Labahlah the opportunity to buy one of these fabled eyepatches or Tenh used by Tenha judges and priests in the time before the Greyhawk Wars.

This black patch is often found in the possession of clerics and judges because of its power to discover truth. When it is worn over an undamaged eye, the wearer can utilize true seeing as the spell of the same name (CL 9th). This ability works once per day.

Moderate divination; Cannot be crafted. Price: 30,500 gp. Access: Adventure.

Favor of the Church of the One True Path: This PC assisted the Church of the One True Path in gaining information about Duke Labahlah. Each PC who reported back to Sister Asiria about Duke Labahlah receives this favor instead of the Favor of the Court of Tenh.

In return, the Church provides one-time access to one of the following items of the PC's choice at the time of purchase: A +3 enchanted weapon, armor, or shield (no special abilities) OR bracers of armor +4 OR a ring of minor spell storing OR a rod of the viper OR a staff of healing OR a periapt of wound closure.

Favor of the Church of the one True Path (cont.): The PC may instead upgrade the enhancement bonus of a suit of armor, weapon, or shield to a maximum bonus of +3, or upgrade existing bracers of armor to a maximum of +4.

The PC must pay all costs associated with the item or upgrade. This does not grant access to craft the item. Once used, this favor must be crossed off.

Favor of the Court of Tenh: Each PC (except those loyal to the Pale) receives this favor for completion of the mission they were sent on by Duke Labahlah.

The Court of Tenh provides one-time access to one of the following items of the PC's choice at the time of purchase: A +3 enchanted weapon, armor, or shield (no special abilities) OR a ring of protection +3 OR two immovable rods OR a staff of fire OR a bracelet of friends.

The PC may instead upgrade the enhancement bonus of a suit of armor, weapon, or shield, or the deflection bonus of a ring of protection, to a maximum bonus of +3.

The PC must pay all costs associated with the item or upgrade. This does not grant access to craft the item. Once used, this favor must be crossed off.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- Eyepatch of Tenh (Adventure; Special; 30,500 gp)

APL 8 (all of APL6 plus the following)

- Planar fork (Abyss) (Adventure; PHB; 200 gp)
Planar fork (Material) (Adventure; PHB; 200 gp)

APL 10 (all of APLs 6-8 plus the following)

- Cloak of resistance +2 (Adventure; DMG; 4,000 gp)
Periapt of Wisdom +4 (Adventure; DMG; 16,000 gp)

APL 12 (all of APLs 6-10 plus the following)

- +2 full plate (Adventure; DMG; 5,650 gp)

APL 14 (all of APLs 6-12 plus the following)

- Bracers of armor +3 (Adventure; DMG; 9,000 gp)
Eyes of the eagle (Adventure; DMG; 2,500 gp)

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 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 Subtotal

GP FINAL GP TOTAL