



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed

CORIntro7-04 Ritual of the Damned
A Core Introductory Adventure
Set in Greyhawk City

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 2

max 420 xp; 450 gp

Arrested! You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

Yr's Letter: Inside the letter is a declaration of gratitude from Yr. He offers that since you helped defeat a great evil that if at any time while in Greyhawk City you need help deciphering anything he will translate it for you. For example if the PC has a map or note that is written in a language they do not understand Yr will translate it. This is a one time favor.

Amulet of the Cairn Hills: You have found a unique amulet, thought lost amongst the folk of Greyhawk. This amulet protects the wearer from all attacks from undead. Any physical attack, spell, or special ability used by an undead that affects you is unsuccessful. (This includes area of effect spells if you are in them and so forth). Activating the amulet is an immediate action. However this power is not unlimited. Every time an undead attacks you with a physical attack, spell, drain levels or a special ability it uses 1 charge. The charges are still taken off even if *death ward* or similar spells are cast on you. This amulet has 5 charges and cannot be recharged or crafted again. Cost: 2,000 gp; cannot be crafted.

Job Well Done: If this PC is affiliated with the Nightwatchmen, their affiliation score is increased by 1.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- ❖ *Amulet of the Cairn Hills* (Any; see above; 15,000 gp)

TU

Starting TU

1 OR 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

Subtotal

+ XP

XP Gained

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

Subtotal

+ GP

GP Gained

Subtotal

+ GP

GP Gained

Subtotal

- GP

GP Spent

FINAL GP TOTAL