



This Record Certifies that

played by \_\_\_\_\_  
Player RPGA #

Has Completed  
COR4-15 War of the Dust  
A Core Adventure  
Set in the Duchy of Tenh



Play Notes:

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



594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_  
Signature RPGA #

APL 4  
max 1,350 XP; 1,300 gp

APL 6  
max 1,800 XP; 1,800 gp

APL 8  
max 2,250 XP; 2,600 gp

APL 10  
max 2,700 XP; 4,600 gp

APL 12  
max 3,150 XP; 6,600 gp

APL 14  
max 3,600 XP; 13,200 gp

• **Curse of the Gold Orbs of Tostenhca:** The bearer has been afflicted with the Curse of the Gold Orbs of Tostenhca. This curse takes the form of a magical disease affecting the blood and skin:

Removal of the curse and cure of the disease requires *remove curse* and *remove disease* both cast by a caster of 12<sup>th</sup> level or higher. They must also rid themselves of the cursed gold (or a sum of coins equal to the value of the cursed gold) to prevent recurrence of the curse.

*Tostenhcan Wasting Fever:* Contact DC 25; Incubation: 1 TU; 1d4 Str, 1d4 Con; Successful saving throws do not allow the character to recover (though they do prevent damage normally).

• **Cohort:** Bridheleh, female human Rgr2, AL N. Having been saved from the Lost City of Tostenhca by the bearer, Bridheleh will serve said bearer as a cohort. See Appendix 4.

• **Lord of Tenh:** The bearer has been ennobled by Ehyeh III, Duke of the Tenhas and has been granted an estate of some 100 acres within Loyalist-controlled land in the Stonelands of Tenh. The bearer is bound by the Oaths of Vassalage, Homage and Obedience to obey and serve the duke. In return, the Lord may draw 70% of whatever income he makes from the land, passing the balance to the Duke's Treasury as tax and tribute.

• **Lord of Tenh [Cont]:** However, as the estate lies within the Stonelands, no income may be derived from the land while the Stonelands remain in their current state.

• **Hero of the Pale:** The bearer has been recognized by His Worshipful Mercy, Supreme Prelate of the Pale, Theocrat Theoman Baslett, and has been granted an estate of some 20 acres within Pale-controlled land in the Stonelands of Tenh. The bearer is bound to obey and serve the Theocracy. In return, the Marchwarden may draw 70% of whatever income he makes from the land, passing the balance to the Palish Treasury as tax and tribute. However, as the estate lies within the Stonelands, no income may be derived from the land while the Stonelands remain in their current mysterious state.

• **Honoured Lord of Tenh:** The bearer has been ennobled by Labahlah, Duke of the Tenhas, and has been granted an estate of some 1000 acres in Tenh-controlled land in the Stonelands of Tenh. The bearer is bound by the Oaths of Vassalage, Homage, and Obedience to obey and serve the duke. In return, the Lord may draw 70% of whatever income he makes from the land, passing the balance to the Duke's Treasury as tax and tribute. However, as the estate lies within the Stonelands, no income may be derived from the land until its hurts are slowly healed.

TU  
Starting TU

4 TU  
TU Cost

- TU  
Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 8

- ❖ Wand of fireballs (Adventure CL 5<sup>th</sup>; DMG).
- ❖ Dragonhide (see below)

APL 10 (all of APL 8 plus the following)

- ❖ Wand of cure light wounds (Adventure CL 5<sup>th</sup>; DMG).

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

- ❖ +1 large humanbane greataxe (Adventure, CL 6<sup>th</sup>; DMG; 8,640 gp)
- ❖ +2 large chainmail (Adventure; CL 6<sup>th</sup>; DMG; 4,600 gp).

APL 14 (all of APL 2-12 plus the following)

- ❖ +1 Small flaming short bow (Adventure; CL 6<sup>th</sup>; DMG; 8,300 gp)

**Dragonhide:** PCs who take the required time to strip the dragon carcass and make the required skill checks (if any) may gain access to one of the following items:

1 light or heavy shield plus 1 Large or 1 Medium or 1 Small masterwork dragonhide hide armour

OR

1 light or heavy shield plus 1 Medium or 1 Small masterwork dragonhide banded mail

OR

1 light or heavy shield plus 1 Medium or 1 Small masterwork dragonhide banded mail

OR

1 light or heavy shield plus 1 Small half-plate (APL 14 only)

PCs will have to pay half the regular cost of the items unless the craft the armor themselves according to rules in the *Living Greyhawk Campaign Sourcebook*.

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  
FINAL GP TOTAL

XP  
Starting XP

- XP  
XP lost or spent

XP  
Subtotal

+ XP  
XP Gained

XP  
FINAL XP TOTAL