



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
ADP6-02 Hellspike Prison
An Adapted Adventure



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#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 9

max 5,852 xp;
9,000 gp

APL 12

max 7,500 xp;
13,200 gp

☛ **Eye of Erramu:** The eye of erramu shows whoever holds it a perfect prerecorded vision of another location, sufficient for the observer to count as very familiar with the location for the purpose of a *teleport* spell. The *eye* can hold up to ten such scenes.

Lore: The *Eye of Erramu* is said to be the actual crystallized eye of demigod who was renowned for her prodigious travel (knowledge [arcane] DC 30). Anyone looking into the *Eye* can use it as a teleport guide – the stone holds images of up to ten locations (Knowledge [arcane] DC 35).

Description: The fist-sized crystal looks like a large glass eye. When picked up and looked into the *Eye of Erramu* blinks and glows with sky-blue clarity (shedding light equivalent to a candle).

Activation: Merely looking into the *Eye of Erramu* (a swift action) activates its effect. Each time the holder blinks, the *Eye* reveals the next of its stored scenes, if any.

To add a new scene, the user must bring the crystal to the location to be recorded, then hold it up while speaking the command "See and remember, Erramu." To delete a scene, the observer looks at it within the *Eye* and speaks the command "Forget, Erramu."

Effect: The *Eye* reveals a prerecorded vision of another location, allowing the observer to teleport there safely.

Aura/Caster Level: Faint divination, CL 5th

Weight: ½ lb.

Price: 36,000 gp.

☛ **Favor of the Greyhawk Merchants Guild:** For helping out with the discovery of the villages in the Hellfurnaces the Greyhawk Merchants guild offers to give this PC a discount of 20% on one item. The PC may choose which item this applies to. The PC must already have prior access to the item before purchasing it.

TU

Starting TU

8 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 9

- ❖ *Eye of Erramu* (Adventure; see above)
- ❖ *Scarab golembane* (Adventure; DMG)
- ❖ *Dust of illusion* (Adventure; DMG)
- ❖ *Scroll of teleport* (Adventure; DMG)
- ❖ *Scroll of slay living* (Adventure; DMG)
- ❖ *Scroll of hallow* (Adventure; DMG)
- ❖ *Scroll of summon monster VI* (Adventure; DMG)
- ❖ *Scroll of Tenser's transformation* (Adventure; DMG)
- ❖ *Scroll of finger of death* (Adventure; DMG)

APL 12 (all of APL 9 plus the following):

- ❖ *+1 flaming composite longbow* (+5 Str) (Adventure; DMG)
- ❖ *Ring of protection +2* (Adventure; 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 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

FINAL GP TOTAL