



This Record Certifies that

Played

by

Player

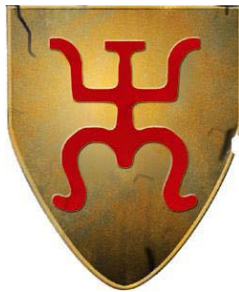
RPGA #

Has "Lost!" before play of

*Escape from Tenh*

A Core Adventure

Set in the former Duchy of Tenh



Play Notes:

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

Home Region



Adventure Record#

592 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

Event:

Date:

DM:

Signature

RPGA #

This character was "Lost!" in the Living Greyhawk core adventure *Echo*. This certificate is only granted to characters who have the special "Lost!" Adventure Certificate from that event, and it must be accompanied by the standard *Escape from Tenh* Adventure Certificate.

Lost characters spent 2 Time Units on the Ethereal Plane, where they saw a glimpse of the horrible ether threat that was about to unleash itself on Oerth. Saved in the nick of time by a group of strange beings known as ethereal filchers, you are lucky to have lived through the experience, but you have lost all of your equipment (aside from spellbook if any).

During your trials and tribulations on the Ethereal Plane, you have created a special bond with the ethereal filchers. These odd beings consider you a friend, and have tried their best to re-equip you. You may use the following table to determine how much gp worth of equipment you can re-equip your character with. You may purchase any items normally available to you after a core event as well as those listed below. Unfortunately, the filchers also have a bad habit of ruining your personal relationships with rich, powerful, and important people, as they tend to steal things from those folk. As a result, your character may never have, use, or gain benefit from favors, influence points, or special (as in certified) game effects that rely on the aid of NPCs. As well, no ethereal filcher will

ever steal from or attach the above named character.

Note: characters who received this record as a year 2 AC may not reapply this AR to their character but they do gain access to the potions listed below.

Character Level

1  
2  
3  
4  
5  
6  
7  
8  
9+

New GP Total

700  
2,200  
4,000  
7,000  
10,000  
12,000  
15,000  
19,000  
25,000

ITEMS FOUND DURING THE ADVENTURE

❖ Any +2 weapon or armor of a type listed in the PHB (*Adventure*; see *DMG*). Note that this allows the purchase of any +2 weapon or armor but not any special weapon or armor abilities.

❖ +2 Ring of Protection (*Adventure*; see *DMG*).

❖ +2 Bracers of Armor (*Adventure*; see *DMG*).

❖ +2 Cloak of Resistance (*Adventure*; see *DMG*).

❖ Any potion from the *DMG* table 8-18 (*Any*; see *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