



This Record Certifies that

played by _____
Player _____ RPGA # _____

Has Completed
COR4-10 Riddle 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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

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

☛ **Lost among the Faded Ones:** You were lost among the Faded Ones of Tenh. You returned to the Oerth after 4 TU of wandering. You and your possessions were otherwise unharmed.

☛ **Prisoner of the Tenhas:** You have been captured by Tenha rebels. You were held in the dungeons of Iarvaladhyr Keep for 4 TU and released on payment of a ransom of 10% of your gold piece total as per the previous Adventure Record.

☛ **Spellbook:** This book contains the following spells:

APL 2: o- detect magic, flare, ray of frost, resistance; 1st- mage armor, magic missile, sleep.

APL 4: As above plus 1st- ray of enfeeblement; 2nd glitterdust, resist energy, scorching ray.

APL 6: As above plus 2nd web; 3rd blink, fireball, ray of exhaustion.

APL 8: As above plus 3rd dispel magic; 4th- lesser globe of invulnerability, enervation, phantasmal killer.

APL 10: 5th- As above plus cone of cold, feeblemind.

☛ **Shield of the Sky Father:** +2 heavy steel shield; on command casts daylight 3/day; searing light 1/day (as a 5th level caster). The shield requires exposure to sunlight for its power to be recharged.

May not be recharged more than once per day.

The shield is a round disc of steel, its outer surface overlaid with magically hardened gold leaf. The outer face of the shield is embossed with the holy symbol of Pelor. The following inscription is embossed in Flannae runes around the rim of the shield:

"Sky Father, who sheds light in dark places who brings the dawn's hope to dispel night's despair."

Faint Evocation; CL 5th; Craft Magic Arms and Armor, daylight, searing light; Price 21,688 gp.

☛ **Sickle of the Oerth Mother:** +2 sickle. On command it casts plant growth 3/day, and call lightning 1/day (as a 5th level caster). The wielder can use the plant growth and call lightning effects while wildshaped. The blade must be buried to the hilt in earth for the sickle's power to be recharged; may not be recharged more than once per day.

The sickle is forged from magically hardened bronze, and has the same strength as steel. Spiral motifs are engraved into the blade, while the hilt is made from turned oak, polished to a deep brown color – the grain of the wood forming spirals and whorls. The pommel is carved in the form of a holy symbol of Beory.

Faint Transmutation and Evocation; CL 5th; Craft Magic Arms and Armor, plant growth, call lightning; Price 23,688 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Spellbook (Adventure, see above, 350 gp)
- ❖ Sickle of the Oerth Mother (Core; see above; 21,688 gp)
- ❖ Shield of the Sky Father (Core; see above; 23,688 gp)

APL 4 (all of APL 2 plus the following)

- ❖ Traveling spellbook (Adventure, see above, 700 gp)

APL 6 (all of APL 2-4 plus the following)

- ❖ Spellbook (Adventure, see above, 1,250 gp)
- ❖ Wand of slow [3 charges] (Adventure; CL 5th; DMG, 675 gp)

APL 8 (all of APL 2-6 plus the following)

- ❖ Spellbook (Adventure, see above, 2,000 gp)
- ❖ Ring of protection +2 (Adventure CL 5th; DMG).
- ❖ +2 lance (Adventure; CL 6th; DMG; 8,310 gp)
- ❖ +1 flaming quarterstaff (Adventure; CL 6th; DMG; 8,300 gp)

APL 10 (all of APL 2-8 plus the following)

- ❖ Spellbook (Adventure, see above, 2,520 gp)
- ❖ +2 chainmail (Adventure; CL 6th; DMG; 4,300 gp).

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