



This Record Certifies that



Play Notes:

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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by

Player

RPGA #

Has Completed
The Letter
A Core Adventure
Set in The City of Greyhawk

Event: _____ Date: _____

DM: _____

Signature

RPGA #

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

APL 12
max 1,575 XP; 3,300 gp

Cross off all items not found

✦ **Favor of Eridok**—You have helped uncover a plot to discredit the fine craftsmanship of Eridok. As a reward he has given you first crack at his latest shipment of magic. You may place the items on hold and purchase them at a later date. You have Core access to the following for one year after playing this adventure: candle of invocation, necklace of adaptation, goggles of night, periapt of wound closure, bracers of armor +4, ring of mind shielding, ring of swimming, potion of neutralize poison, trident of warning, wand of silence, and wand of summon monster III.

✦ **Favor of Eltrin D'rintini**—This gentleman among rogues has given you a measure of respect. You may call upon him when in the City of Greyhawk and he will help you in your quest for knowledge. You may add 2 to any Gather Information of Knowledge (local—Core) check. In addition, you never know when having “friends” such as he will come in handy.

✦ P'lerextral's Spellbook:

APL 2:

o—detect magic, detect poison, mage hand, read magic, resistance; 1st—charm person, obscuring mist, sleep.

APL 4:

o—detect magic, detect poison, mage hand, message, read magic, resistance; 1st—charm person, expeditious retreat, obscuring mist, sleep; 2nd—darkness, web.

APL 6:

o—detect magic, mage hand, detect poison, message, read magic, resistance; 1st—charm person, expeditious retreat, obscuring mist, sleep; 2nd—darkness, glitterdust, web; 3rd—fireball, nondetection.

APL 8+:

o—detect magic, detect poison, mage hand, message, read magic, resistance; 1st—charm person, expeditious retreat, obscuring mist, sleep; 2nd—darkness, glitterdust, web; 3rd—fireball, haste, nondetection; 4th—enervation, greater invisibility.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items not found

APL 2:

❖ Hat of disguise (Frequency; Adventure; 1,800 gp; DMG)

❖ P'lerextral's Spellbook: (Frequency; Adventure; 150gp; See above)

APL 4 (all of APL 2 plus the following):

❖ P'lerextral's Spellbook: (Frequency; Adventure; 600gp; See above)

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

❖ P'lerextral's Spellbook: (Frequency; Adventure; 1,000gp; See above)

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

❖ +2 breast plate (Frequency; Adventure; 4,350 gp; DMG)

❖ P'lerextral's Spellbook: (Frequency; Adventure; 1,550gp; See above)

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

❖ +2 studded leather armor (Frequency; Adventure; 4,175 gp; DMG)

❖ +2 longsword (Frequency; Adventure; 8,315 gp; DMG)

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

❖ Slippers of spider climb (Frequency; Adventure; 4,800 gp; 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