



This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

Has Completed

The Key

A Regional Adventure  
Set in the Principality of Ulek



### 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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

#### Pin of Kaihonriedwur

This copper pin was given to the PC by Kaihonriedwur and may not be traded, lent, sold, or left behind. It is in the shape of a dragon and has two jeweled eyes. It radiates moderate transmutation and enchantment magic, but currently has no known function.

#### Malirus' Spellbook I

This spellbook has a fading black cover with blood having seemingly been spilled upon it at some time. The book's text is written in jet-black ink. It contains the following arcane spells:

1<sup>st</sup>—[enlarge person, lesser acid orb (T&B), lesser cold orb (T&B), lesser electric orb (T&B), lesser fire orb (T&B), lesser sonic orb (T&B), magic missile, ray of enfeeblement]; 2<sup>nd</sup>—[darkness, ice knife (T&B), Melf's acid arrow, scorching ray]; 3<sup>rd</sup>—[fireball, haste, ice burst (T&B), lightning bolt].

Market Price: 280 gp; Weight: 3 lbs.

#### Malirus' Spellbook II

This spellbook has a fading black cover with blood having seemingly been spilled upon it at some time. The book's text is written in jet-black ink. It contains the following arcane spells:

1<sup>st</sup>—[burning hands, cause fear, chill touch, shocking grasp]; 2<sup>nd</sup>—[false life, flaming sphere]; 3<sup>rd</sup>—[ray of exhaustion, slow]; 4<sup>th</sup>—[fear, ice storm, Otiluke's dispelling screen (T&B), shout]; 5<sup>th</sup>—[cloudkill, cone of cold, passwall, waves of fatigue].

Market Price: 500 gp; Weight: 3 lbs.

#### Malirus' Spellbook III

This spellbook has a fading black cover with blood having seemingly been spilled upon it at some time. The book's text is written in jet-black ink. It contains the following arcane spells:

1<sup>st</sup>—[endure elements, magic weapon]; 2<sup>nd</sup>—[gust of wind, shatter]; 3<sup>rd</sup>—[Leomund's tiny hut, wind wall]; 4<sup>th</sup>—[acid orb (T&B), cold orb (T&B), electric orb (T&B), fire orb (T&B), sonic orb (T&B), stoneskin]; 5<sup>th</sup>—[Otiluke's resilient sphere, prying eyes]; 6<sup>th</sup>—[chain lightning, Otiluke's freezing sphere].

Market Price: 580 gp; Weight: 3 lbs.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 4:

- ❖ Potion of Barkskin +3 (Adventure, DMG)
- ❖ Oil of Magic Vestment +1 (Adventure, DMG)
- ❖ Potion of Displacement (Adventure, DMG)
- ❖ Potion of Shield of Faith +4 (Adventure, DMG)
- ❖ Malirus' Spellbook I (Adventure, see above)

#### APL 6 (APL 4 Items plus):

- ❖ +1 Frost Greataxe (Adventure, DMG)

#### APL 8 (APL 4, 6 Items plus):

- ❖ Malirus' Spellbook II (Adventure, see above)

#### APL 10 (APL 4, 6, 8 Items plus):

- ❖ Malirus' Spellbook III (Adventure, see above)
- ❖ +1 Keen Falchion (Adventure, DMG)
- ❖ Bead of Force (Adventure, DMG)

#### APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ Necklace of Fireballs—Type VI (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 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

1 OR 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



This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

Has Completed *The Key*  
A Regional Adventure

Set in the Principality of Ulek

And Stayed with Kaihonriedwur and Solwer



Play Notes:

- ☐ Gained a level
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593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

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

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

DM: \_\_\_\_\_

Signature

RPGA #

Cross out any game effects this character does not gain.

Stay with Kaihonriedwur and Solwer

This PC has decided to stay with Kaihonriedwur and Solwer. This takes 13 TUs of the PC's time to do so (as noted below), and this PC cannot participate in any other LG events until she plays **ULP4-02 Axe of Corond**. If this PC has already played **ULP4-02 Axe of Corond**, they cannot choose to stay with Kaihonriedwur and Solwer.

If the 13 TU cost below would reduce the PC to negative TUs for this play year, they may still partake of this stay. Calculate the TUs remaining below and carry over any negative TU result to the first AR of the next play year. For example, if the PC had 10 TU left for this year, the 13 TU cost would reduce her to -3 TUs remaining for this year. On the first AR of the next year, they would deduct the 3 TUs cost they carried over from this AR.

The stay with Kaihonriedwur and Solwer grants the PC permanent access to the following:

Feats:

- ☐ Arcane Defense (T&B)
- ☐ Obscure Lore, (S&S)
- ☐ Dragon's Toughness (MorW)
- ☐ Flyby Attack (MM)
- ☐ Improved Flight (MorW)
- ☐ Multiattack (MM)
- ☐ Snatch (MM)
- ☐ Wingover (MM)

Spells:

- ☐ gaze screen (T&B)
- ☐ indifference (T&B)

Prestige Class:

- ☐ Dragon Disciple (DMG), copper variety only

TU

Starting TU

13 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

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