



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR5-04 Desecrators of the Lords' Tomb
A Core Adventure
Set in the Free City of Greyhawk



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450gp

APL 4

max 675 XP; 650gp

APL 6

max 900 XP; 900gp

APL 8

max 1,125 XP; 1,300gp

APL 10

max 1,350 XP; 2,300

APL 12

max 1,575 XP; 3,300gp

The Curse Of The Lords' Jewels: The PC is instantly transported to the deepest dungeon of the Greyhawk Jail. There, the PC is left to rot for 10 Time Units. The PC slowly goes insane and loses 4 Wis, Int, and Cha ability points (from each attribute) - permanently. Eventually, the PC is released - and the Greyhawk guards laugh at his/her foolishness for trying to rob the city of one of its prize treasures.

Thanks Of The City Watch: For handing over the notorious criminal, Drago (and his gang), the PCs earn the thanks of the City Watch. This allows the PCs free Luxury Upkeep for three (3) core adventures set in Greyhawk City.

Adventures: ☐ ☐ ☐

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Potion of cat's grace* (Adventure; CL 3rd; 300 gp; DMG)
- ❖ *Potion of lesser restoration* (Adventure; CL 3rd; 300 gp; DMG)
- ❖ *Potion of blink* (Adventure; CL 5th; 750 gp; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Potion of heroism* (Adventure; CL 5th; 750 gp; DMG)
- ❖ *Candle of truth* (Adventure; CL 3rd; 2,500 gp; DMG)

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

- ❖ *+2 chain shirt* (Adventure; CL 6th; 4,250 gp; DMG)
- ❖ *Amulet of health +2* (Adventure; CL 8th; 4,000 gp; DMG)
- ❖ *Circlet of persuasion* (Adventure; 5th; 4,500 gp; DMG)

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

- ❖ *Cloak of resistance +2* (Adventure; CL 5th; 4,000 gp; DMG)
- ❖ *+1 keen short sword* (Adventure; CL 6th; 8,310 gp DMG)
- ❖ *Circlet of blasting, minor* (Adventure; 6th; 6,480 gp; DMG)

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

- ❖ *Ring of protection +2* (Adventure; CL 5th; 8,000 gp; DMG)
- ❖ *Ring of the ram* (Adventure; CL 9th; 8,600 gp; DMG)
- ❖ *+2 leather armor* (Adventure; CL 6th; 4,160 gp; DMG)
- ❖ *Necklace of adaptation* (Adventure; CL 7th; 9,000 gp; DMG)

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

- ❖ *Wand of haste* (Adventure; CL 5th; 11,250 gp; DMG)
- ❖ *Goggles of night* (Adventure; 3rd; 12,000 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