



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
**Sepulcher of the Wizard King**  
A Two-Round Core Adventure  
Set in the northern reach



### Play Notes:

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

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



Adventure Record#

**593 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**APL 6**

max 1,800xp; 2,525gp

**APL 8**

max 2,250xp; 2,324gp

**APL 10**

max 2,700xp; 4,040gp

**APL 12**

max 3,150xp; 5,885gp

### ☛ The Hands of Yagrax

This pair of withered black hands is severed at each wrist but both hands possess a limited form of life. While outside their cold iron chest, these hands constantly crawl about the PC with a cold dead touch. The Hands radiate strong necromancy, transmutation, and divination magic.

While *The Hands* are outside their cold iron chest the PC does not heal naturally, suffers a -2 to all attack rolls and skill checks due to the hands interference and must succeed at a Concentration check (DC 15 + the spell level) before casting any spell. The PC also suffers a -4 circumstance penalty to Diplomacy, Bluff, and Perform skill checks due to the appalling nature of *The Hands*. This effect does grant a +4 circumstance bonus to Intimidate skill checks. All skill check modifiers are subject to the DMs discretion (and may be greater or lesser depending upon the circumstances). Finally, a PC cursed with *The Hands* may never pick up or possess *Malthindor, Oblivion's Blade*.

These effects can be subdued by placing *The Hands of Yagrax* back into their cold iron chest (none of the penalties or bonuses are in effect while the hands are in the chest). However, while inside the chest, the PC constantly dreams of the hands and must rest an extra 1d4 hours each night or be fatigued the next day (cannot run or charge and suffers a -2 penalty to Strength and Dexterity). Unfortunately, the PC must bear the chest with them at all times. If the chest ever becomes separated from the PC by more than 100 ft. the hands suddenly appear on the PC, leaving the chest behind. The chest weighs 40 lbs and is the

only chest that will hold the hands.

The curse of *The Hands of Yagrax* can be removed with a *limited wish* followed by a *remove curse*. A caster of at least 13th level must cast both. If this is done, *The Hands of Yagrax* simply disappear, never to be seen again.

Frequency: Cursed; Market Price: ogp, this item is added to the PCs MIL free of charge and may not be sold or traded. It can only be removed in the manner noted above; Requirements: Cannot be Crafted.

### ☛ Keystone of Kilypsis

This wedge shaped piece of stone is covered in a thick layer of calcified grime and filth. Magic does not appear to clean off this grime, but slow and determined work does. Any PC that purchases this stone must immediately spend 2 TU to clean and reveal the stone's original form. Once this is done, the stone begins to radiate strong conjuration magic. Ownership of this stone qualifies a PC to play in the special event "Dust of a Dead World". Instead of spending the required TU, the PC may instead pay a skilled wizard to do it, paying 1,000gp per TU. In either case, the cost paid must be recorded on this AR.

Frequency: Adventure; Market Price: 500gp and 2 TU (or 1,000gp for each TU); Requirements: Cannot be Crafted.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 6

- ❖ Adamantine Dagger (Adventure, DMG)
- ❖ Adamantine Heavy Mace (Adventure, DMG)
- ❖ Adamantine Longsword (Adventure, DMG)
- ❖ Continual flame torch (Adventure, DMG)
- ❖ Figurine of Wondrous Power (silver raven) (Adventure, DMG)
- ❖ The Hands of Yagrax (Cursed, See Above)
- ❖ Keystone of Kilypsis (Adventure, See Above)
- ❖ Wand of Charm Person (1st level caster) (Adventure, DMG)
- ❖ Wand of Magic Missile (1st level caster) (Adventure, DMG)
- ❖ Wand of Silent Image (1st level caster) (Adventure, DMG)

### APL 8 (all of APL 6 plus the following)

- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ +1 Breastplate of Light Fortification (Adventure, DMG)
- ❖ Wand of Magic Missile (5th level caster) (Adventure, DMG)

### APL 10 (all of APLs 6-8 plus the following)

- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Figurine of Wondrous Power (serpentine owl) (Adventure, DMG)
- ❖ +1 Longsword of Shock (Adventure, DMG)
- ❖ Wand of Ice Storm (Adventure, 7th level caster, DMG)

### APL 12 (all of APLs 6-10 plus the following)

- ❖ Figurine of Wondrous Power (bronze griffon) (Adventure, DMG)
- ❖ +2 Longsword of Defending (Adventure, DMG)
- ❖ Wand of Magic Missile (9th level caster) (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

4 TU

TU Cost

- TU

Added TU Costs

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TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ \_\_\_\_\_ XP

XP Gained

XP

FINAL XP TOTAL