



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
CGR8-02:4 The Tomb of Pelor
A Core Adventure
Set in the Domain of Greyhawk



Play Notes:

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

Home Region

Adventure Record#

598 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

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Affiliation Score Gained/Lost:** by this PC with the _____ Greyhawk affiliation was # _____ points. If multiple allegiance, add extra in notes section.

☛ **Star Metal Find:** You have found enough starmetal to gain one level in the green star adept prestige class (*Complete Arcana* 41). Alternatively, you can use the ore to make one weapon or suit of armor.

☛ **Raw Ores:** You have found enough mithral to make one suit of armor and enough adamantine to make one weapon or suit of armor. You must still pay all relevant costs finding a skilled armorer or weaponsmith.

☛ **Cleansing of the Sun** – You have cleansing an ancient temple of the sun god, Pelor, and consequently gain access to the limited prestige classes master of radiance (page 44) and sacred purifier (page 49) from *Libris Mortis*.

☛ **Favor of High Matriarch Sarana:** Blessings are showered upon you. Sarana is very happy with you and blesses you with Pelor's bounty. Consequently you may once, as a standard action, cast *daylight* (CL = your level).

She will also waive any costs (except material component costs) casting a single cleric conjuration (healing) spell from the PH.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Elixir of hiding (Adventure; 250 gp).
- ❖ Robe of bones (Adventure; 2,400 gp).
- ❖ Scroll of death armor (Adventure; 200 gp).

APL 4 (all of APL 2 plus the following)

- ❖ Necklace of fireballs (cold substituted) Type I (Adventure; 1,650 gp).
- ❖ Scroll of death armor (CL 5th) (Adventure; 300 gp).
- ❖ Scroll of resist energy (CL 5th) (Adventure; 250 gp).

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

- ❖ Necklace of fireballs (cold substituted) Type II (Adventure; 2,700 gp).
- ❖ Scroll of death armor (CL 7th) (Adventure; 400 gp).
- ❖ Scroll of resist energy (CL 7th) (Adventure; 350 gp).

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

- ❖ Aroma of curdled death (Adventure; *Complete Arcane*; 4,500 gp).
- ❖ Bracers of armor +2 (Adventure; 4,000 gp).
- ❖ Necklace of fireballs (cold substituted) Type III (Adventure; 4,350 gp).
- ❖ Scroll of death armor (CL 9th) (Adventure; 500 gp).
- ❖ Scroll of heal (Adventure; 1,650 gp).
- ❖ Scroll of resist energy (CL 9th) (Adventure; 450 gp).
- ❖ Wand of searing light (Adventure; 2,475 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 Item

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

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