

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

BDK7-07 – The Mausoleum

A Regional adventure set in the Bandit Kingdoms



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

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

☛ **Favor of the Army of the Warfields** []: You have gained one Influence Point with the Army of the Warfields. This IP may be spent to gain Adventure access to the following: *ghost touch* weapon upgrade; *Spurn Death's Touch*^{LM}; *goggles of lifesight*.

☛ **Influence Point with The Sage:** The Sage allows you to spend time studying with him. He will allow you to copy one Open, non-enchantment spell of levels 1 to 8 from his spellbook. It costs 1 TU per spell level to copy the spell, as the Sage demands some of your time in exchange for the lessons.

☛ **Curse of Wee Jas:** You have drawn the ire of the Stern Lady. You suffer a 50% arcane spell failure chance for all arcane spells cast. Allies who attempt to cast beneficial arcane spells upon you suffer the same penalty. Divine spellcasters of Wee Jas lose all divine class abilities until the curse is removed. The curse can be removed only by a *remove curse* cast by a CL 15+ divine spellcasting worshipper of Wee Jas, a *wish*, or a *miracle*. Arcane spellcasters that are also divine spellcasters of Boccob do not suffer these penalties.

☛ **Favor of the Horned Society** []: For agreeing to take the side of the Horned Society in the upcoming battle (MilleniumCon 2007 interactive), the Death Cultists agree to teach you the secrets of the prestige class Master of Shrouds^{LM}. You must spend 4 TUs prior to taking each level of this class in study with your mentor.

In addition, you gain Adventure access to the following items (all MIC): *death spike*, *mace of the dark children*, *ring of avoidance*, *wight armor*, *wight hide shield*.

☛ **Enmity of the Horned Society:** For meddling in the affairs of the Death Cultists, you have drawn their ire. Members of the Death Cultists meta-organization are immediately expelled. All minions of the Horned Society that recognize you in future events will target you first in a fight.

☛ **Favor of the Old Faith Druid's of the North** []: For sharing the information you discovered in the Mausoleum with the Old Faith Druids of the North, you have gained one Influence Point with them. This point may be spent to grant you Adventure access to the following: *beastskin*^{MIC} armor enhancement; *bear helm*^{MIC}; *druid's vestments*, *incandescent blue ioun stone*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8:

- ❖ +1 *ghost touch scythe* (Adventure; DMG; 8,318 gp)
- ❖ *Lesser Metamagic Rod of Extend* (Adventure; DMG)
- ❖ *Morfeon's Spellbook, Volume I* (Adventure; see Extended AR; 4,100 gp)
- ❖ *Ring of Counterspells* (Adventure; DMG)

APL 10 (all of APL 8 plus the following):

- ❖ *Morfeon's Spellbook, Volume I* (Adventure, see Extended AR; 1,900 gp)
- ❖ *Lesser Metamagic Rod of Empower* (Adventure; DMG)
- ❖ *Robe of Bones* (Adventure; DMG)

APL 12 (all of APLs 8-10 plus the following):

- ❖ +1 *keen scythe of wounding* (Regional; DMG; 32,318 gp)
- ❖ *Morfeon's Spellbook, Volume III* (Adventure; see Extended AR; 3,900 gp)
- ❖ *Lesser Metamagic Rod of Maximize* (Adventure; DMG)
- ❖ *Metamagic Rod of Empower* (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

Subtotal

GP

FINAL GP TOTAL

TU

Starting TU

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL