Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM5-08 Up a Winding Stair

A Regional Adventure
Set in Gran March

Play Notes:
- ❑ Gained a level
- ❑ Lost a level
- ❑ Ability Drained _____
- ❑ Died
- ❑ Was raised/res'd
- ❑ Was reincarnated

_____
_____
_____
Home Region_____

Adventure Record#

595 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

APL 6
max 900 xp; 900 gp

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

Cross out any game effects this character does not gain.

☛ **Gift of the Bone Naga**: This PC succumbed to the enchantments of a bone naga deep within the ruins of what is believed to be the ancient lost city of Haradaragh. Fortunately for the PC, the bone naga has encouraged the PC to take a piece of treasure from its horde. This PC gains access (Frequency: Adventure) to purchase any single minor or medium wondrous item in the *Dungeon Master's Guide* (other than a *bag of tricks*). Access is only granted to items that are legal in the Living Greyhawk campaign. Note the item selected here:

_____.

☛ **Haradaragh Exploration Pass**: This PC has assisted Gran March in stemming the flow of plagues from deep within "Haradaragh". As a token of his appreciation, Knight Colonel Thero'kay has given this PC a free pass to enter the ruins of what is believed to be the lost city of Haradaragh, without having to compete in the adventurer lottery.

➶ **Plagues of Haradaragh**: This PC was infected with a virulent disease(s) that originated deep within the ruins of what is believed to be Haradaragh. The PC was not cured of this disease(s) before the adventure ended. Circle the disease(s) the PC is infected with to the left, and cross off all the rest:

- *Blue Guts* – Su; DC 14; 1d3 days; 1d4 Str.
- *Deathsong* – Su; DC 25, 1 day; 1d8 Str, 1d8 Dex, 1d8 Con.
- Filth Fever – see *Dungeon Master's Guide*, page 292.
- *Lightning Curse* – Su; DC 18; 1 day; 1d6 Int, second save when damaged or 1 point of temporary damage is permanent drain instead.
- Marrash Filth Fever – As Filth Fever, but DC 14 and second save when damaged or 1 point of temporary damage of both Dex and Con is permanent drain instead.
- *Melting Fury* – Su; DC 16; 1d6 days; 1d4 Str, 1d4 Dex, 1d4 Con.
- Mindfire – see *Dungeon Master's Guide*, page 292.
- *Mummy Rot* – see *Dungeon Master's Guide*, page 292.
- *Plague* – Su; DC 21; 1 minute; 2d4 Dex, 2d4 Con. Successful saves do not allow the PC to recover; only magical healing can save the PC.
- Red Ache – see *Dungeon Master's Guide*, page 292.
- Shakes – see *Dungeon Master's Guide*, page 292.
- Slimy Doom – see *Dungeon Master's Guide*, page 292.
- *Soul Rot* – Su; DC 23; 1d8 days; 1d6 Wis, 1d6 Cha.
- *Vile Rigidity* – Su; DC 19; 1 day; this infection at first seems like a boon. The victim's skin toughens, granting a +1 natural armor bonus to AC 24 hours after the infection starts. On the second day, this improves to +2. On the third day it improves to +3, but the victim takes a -2 penalty to Dex. Each day thereafter, the victim's skin thickens, adding a cumulative +1 natural armor bonus and a -2 penalty to Dex. This continues until the victim's Dex reaches 0, indicating that his ever-thickening flesh has entrapped him. At this point, the victim dies of suffocation.

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 6 (all of the following):
- ❖ *Banded Mail of Luck* (*Adventure; Dungeon Master's Guide*)
- ❖ *Bracers of Armor +2* (*Adventure; Dungeon Master's Guide*)
- ❖ *Divine Scroll of Raise Dead* (CL 9th; *Adventure; Dungeon Master's Guide*)
- ❖ *Luck Blade* (0 *Wishes*) (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Invisibility* (*Adventure; Dungeon Master's Guide*)
- ❖ *Rod of Cancellation* (*Adventure; Dungeon Master's Guide*)
- ❖ *Staff of Healing* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Magic Missile* (CL 9th; *Adventure; Dungeon Master's Guide*)

APL 8 (all of APL 6 plus the following):
- ❖ *Ring of Sustenance* (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *Bracers of Armor +3* (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *Cloak of Charisma +4* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Protection +2* (*Adventure; Dungeon Master's Guide*)

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