Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM6-06 *War of the Undying*

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 _____

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

Adventure Record#

596 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

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.

☛ **Tribulation of the Tower**: This PC's death or near death (rendered below zero hit points or to zero in an ability score) at the hands of the Bahun and his minions was not without its rewards. This PC gains access to the Tomb-Tainted Soul feat and one of the following additional feats from *Libris Mortis* (circle the one selected): Tomb-Born Fortitude, Tomb-Born Vitality, Tomb-Born Resilience. Note that these feats are not available to Good PCs.

☛ **Arms of the Brogan**: For returning to the Brogan his sword or armor for his final battle with the Bahun, this PC receives the next upgrade (circle the one upgraded) they purchase to the *Sword*, *Lance*, or *Armor of the Brogan* at half the normal cost. Mark this benefit as USED when the upgrade is purchased.

☛ **Reclamation Duty**: This PC agreed to spend 3 additional TUs aiding the 4th Battle in cleansing and reclaiming the tower occupied by the Bahun. In return, this PC receives a Military Commendation from the army of Gran March. In addition, spellcasting PCs gain access to one of the following *Spell Compendium* spells from a discovery they make in the Bahun's library (circle the one selected): *life bolt, greater disrupt undead, mind poison, burning blood, bloodstar, night's caress.*

☛ **Favor of Lodnin Anghan**: In return for aiding his fallen commander, the Brogan, the dwarf Lodnin Anghan offers to construct a special suit of armor for this PC. Use of this favor grants this PC access (Frequency: Adventure) to purchase one of the following armors from *Libris Mortis* (circle the one selected): *exoskeleton, vampire hide, zombie hide*. To use this favor, this PC must provide Lodnin the remains of the appropriate undead creature for the armor they desire. The acquisition of these remains must take place by slaying the appropriate creature in an adventure and having it noted in the Notes section of the Adventure Record for that adventure. Mark this Favor as USED when it is spent.

☛ **Trials of the Tower**: Surviving the exploration of a lich's lair was an inspiring experience. This PC gains access to one of the following feats from *Libris Mortis* (circle the one selected): Enduring Life, Lasting Life, Quicken Turning, Requiem, Vampire Hunter.

☛ **Blessing of the Brogan**: For faithfully discharging their oath to aid the Brogan in destroying the lich Feyza Bahun, this PC receives a +1 sacred bonus to all attack, damage, and saving throw rolls against undead creatures for one calendar year from the date of this Adventure Record.

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 2:
- ❖ *Brooch of Shielding* (Adventure; Dungeon Master's Guide)
- ❖ *Ectoplasmic Ichor* (Adventure; Libris Mortis; Limit 5)
- ❖ *Horn of Fog* (Adventure; Dungeon Master's Guide)
- ❖ *Lich Bane* (Adventure; Libris Mortis; Limit 5)
- ❖ *Liquid Mortality* (Adventure; Libris Mortis; Limit 5)
- ❖ *Mithral Heavy Shield* (Adventure; Dungeon Master's Guide)
- ❖ *Nyoptic Manuscripts* (Adventure; Libris Mortis)

APL 4 (all of APL 2 plus the following):
- ❖ *Mithral Full Plate* (Adventure; Dungeon Master's Guide)
- ❖ *Robe of Bones* (Adventure; Dungeon Master's Guide)
- ❖ *Rope of Climbing* (Adventure; Dungeon Master's Guide)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Ioun Stone, Clear Spindle* (Adventure; Dungeon Master's Guide)
- ❖ *Metamagic Rod, Extend, Lesser* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Counterspells* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Inflict Moderate Wounds* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *+1 Keen Longsword* (Adventure; Dungeon Master's Guide)
- ❖ *Periapt of Wisdom +4* (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Mask of the Skull* (Adventure; Dungeon Master's Guide)
- ❖ *Metamagic Rod, Extend* (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Divine Scroll of Harm* (CL 11th; Adventure; Dungeon Master's Guide)
- ❖ *Pearl of Power, 4th Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Pearl of Power, 5th Level Spell* (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