



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-01 Wrath of the Tomb of Horrors
A Core Adventure
Set in the Kingdom of Sunndi



Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,800 XP; 6,600 gp

APL 16

max 2,025 XP; 9,900 gp

☛ **Favor of the Shroud:** You have gained admittance to the Shroud's library, which grants access to any Open necromantic spell that does not have the evil descriptor. Further, you gain access to the following:

- The following feats from *Libris Mortis*: Energize Spell, Requiem, Vampire Hunter
- The following necromantic spells from *Libris Mortis*: ectoplasmic armor, ectoplasmic feedback, ghost touch armor, ghost trap, incorporeal nova, spawn screen.
- The following weapon and armor special abilities: ghost touch, etherealness, bane (undead), and holy.

☛ **Disfavor of the Shroud:** The Shroud refuses to work with you, and sees you as untrustworthy. This may have effects in later adventures.

☛ **Former Member of the Bleak Academy:** While you are no longer a member of the Academy, your association with it has tainted you. You take a -4 penalty on Charisma checks with representatives of any good faith. Mindless undead, however, do not attack you unless instructed or attacked first.

☛ **Gratitude of Maelanee:** This favor can be redeemed once, to gain access to a one-time casting of one Open cleric spell of up to 5th-level from the PH. Maelanee covers the expenses of that spell, but you need to spend 4 TU on traveling to have it cast (as must anyone traveling with you in the case of *raise dead* and the like).

This favor can also be spent to undo the enmity of the Bleak Academy. Cross off when used.

☛ **My Thrall:** You have succumbed to the power of the thrall medallion. You cannot ever sell the medallion or part with it.

☛ **Enmity of the Bleak Academy:** You have earned the Academy's enmity. Every night, there is a 50% chance that your sleep is beset by nightmares and bad dreams, which leave you fatigued (DMG 301). (You may, however, still relearn spells, as normal). Check your condition before the start of every new adventure and every subsequent morning during the adventure. This may also have further consequences. Spending the Gratitude of Maelanee favor voids this enmity.

☛ **Amanlae:** This greatsword has the powers of a *nine lives stealer*. See Items Found, below, for more information.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ Cloak of resistance (blackcloak) +2 (Adventure, DMG)
- ❖ Dagger of venom (Adventure, DMG)
- ❖ Dusty rose ioun stone (Adventure, DMG)
- ❖ +1 glamerd mithral full plate (Adventure, DMG; 14,350 gp)
- ❖ Shadow veil (Adventure, *Libris Mortis*)

APL 16 (all of APL 10 plus the following)

- ❖ Amanlae---+2 *nine lives stealer* (Adventure; DMG; 23,542 gp)
- ❖ Large scorpion poison (Adventure, DMG)
- ❖ Exoskeleton (Adventure, *Libris Mortis*)

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

GP

FINAL GP TOTAL

TU

Starting TU

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