



# This Record Certifies that



### Play Notes:

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



Adventure Record#

# 595 CY

ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

## Has Completed GRM5-01 The Commandant's Parlor A Regional Adventure Set in Gran March

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.

☛ **Githzerai Cohort:** In return for rescuing him from a githyanki outpost on the Astral Plane, revealing the presence of mind flayers on Oerth, and swearing to aid him in completing his rrakkma, a githzerai monk has agreed to join you as a cohort. If you possess the Leadership feat and a Leadership Score of 4 or greater, you may take the githzerai monk as a cohort (and must do so to get him to accompany you). The githzerai monk is created using the rules in the LGCS and the information for a githzerai as a character in the MM (page 129). He starts at least as a 1<sup>st</sup> level monk, can advance as a monk only, and may enter play already advanced, as long as his Cohort Level/ECL (monk levels + 2) is within the limits in the DMG (page 106). The githzerai monk will serve until such time as he has aided in slaying a mind flayer, at which point his holy obligation will be completed and he will feel compelled to return to his monastery on Limbo to report the presence of enemies of the Gith on Oerth. If he is ever slain, he will not return.

☛ **Possessor of a Githyanki Silver Sword:** This PC has taken possession of a githyanki silver sword. Although its original owner was slain, its disappearance has not gone unnoticed by his kin on the Astral Plane. In any future encounter with githyanki during which the PC has the sword in his possession, the githyanki will make slaying this PC and recovery of their sword a top priority. It is possible they may also send a party to reclaim this blade at a later date.

☛ **Recommendation to Squire to the Knights of the Watch:** For valiant service to the Commandant, obedience to the orders of your superiors, and displaying the skills and disposition required to become a member, this PC has earned Captain Watcher Thero'kay's recommendation to squire to the Knights of the Watch.

☛ **Supply of Dragonhide:** This PC has chosen to bring back the hide of the red dragon she slew in the githyanki outpost. It provides her with the raw materials to purchase (Frequency: Regional) one of the following masterwork items (circle the item chosen, if you circle armor, you may also circle a light/heavy shield or buckler): red dragonhide hide armor (Medium or Small at all APLs, also Large at APL 12), red dragonhide heavy shield, red dragonhide light shield, red dragonhide buckler, red dragonhide tower shield, red dragonhide banded mail armor (Small at all APLs, also Medium at APL 12), small red dragonhide half-plate armor (at APL 12 only), red dragoncraft hide armor (Medium or Small at all APLs, also Large at APL 12, Draconomicon), red dragoncraft heavy shield (Draconomicon), red dragoncraft light shield (Draconomicon), red dragoncraft banded mail armor (Small at all APLs, also Medium at APL 12, Draconomicon), small red dragoncraft half-plate armor (at APL 12 only, Draconomicon), red dragonhide mantle (Medium or Small at all APLs, also Large at APL 12, Draconomicon).

☛ **Follows Order:** For valiant service to the Commandant and obedience to the orders of your superiors, this PC has been additionally reward by the Commandant. All of the items listed under *Items Found During the Adventure* on this AR gain Frequency: Regional in addition to their current Frequency. This PC also gains access (Frequency: Regional) to purchase some of the following items recovered by the Commandant's forces (circle two items at APL 6, three at APL 8, four at APL 10, and five at APL 12): ring of protection +3, cloak of resistance +3, amulet of health +4, gloves of dexterity +4, belt of giant strength +4, periapt of wisdom +4, cloak of charisma +4, vest of resistance +5 (CA), ring of force shield, bracers of armor +4, ring of major cold resistance, ioun stone – orange prism, ringsword (A&EG), ioun blade (A&EG), bane (humanoids – human, aberrations) githyanki silver sword (MM, price: 32,530 gp), +4 heavy fortification astral driftmetal breastplate (Planar Handbook).

☛ **Military Commendation:** This commendation is given to active duty Gran March Military PCs who assisted the Commandant in thwarting an attempt to kidnap him on the Astral Plane.

TU

Starting TU

I 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):

- ❖ +1 Keen Greatsword (Adventure; DMG)
- ❖ Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- ❖ Chime of Opening (Adventure; DMG)
- ❖ Silversheen (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- ❖ +1 Spell Resistance 13 Light Steel Shield (Adventure; DMG)
- ❖ Masterwork Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- ❖ Oil of Greater Magic Weapon +2 (Adventure; DMG)
- ❖ Wand of Fireball (6<sup>th</sup> level caster; Adventure; DMG)

APL 10 (all of APLs 6, 8 plus the following):

- ❖ +1 Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- ❖ Githyanki Silver Sword (Adventure; MM; price: 8,530 gp)
- ❖ Oil of Greater Magic Weapon +4 (Adventure; DMG)
- ❖ Wand of Fireball (8<sup>th</sup> level caster; Adventure; DMG)

APL 12 (all of APLs 6, 8, 10 plus the following):

- ❖ +1 Light Fortification Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- ❖ Belt of Giant Strength +4 (Adventure; Planar Handbook)
- ❖ Keen Githyanki Silver Sword (Adventure; MM; price: 18,530 gp)
- ❖ Oil of Greater Magic Weapon +5 (Adventure; DMG)
- ❖ Staff of Fire (Adventure; DMG)
- ❖ Wand of Fireball (10<sup>th</sup> level caster; 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

FINAL GP TOTAL