



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-IN2 Trouble in Tribulation (APLs 8 - 12)

A Regional Interactive Set in Gran March

Event: _____ Date: _____

DM: _____ RPGA #
Signature

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.

➤ **Military Commendation:** You have earned a commendation from the Gran March military for volunteering your services to Warden Tragorn at Fort Tribulation.

➤ **Military Demerit:** You have earned a demerit the Gran March military for not following orders or chain of command.

➤ **Military Leave:** Gran March military has granted you extra vacation time for year 596. You are able to use 2 additional military TUs for nonmilitary time beyond your normal amount.

➤ **Reward for Outstanding Service:** You have been recognized as a Gran March military soldier who went above and beyond the call of duty in serving to protect the March from enemies both internal and external. You have earned the Commandant's Shield for your actions.

➤ **Favor of the Gran March Military:** You may use this favor to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following upgrades (circle one): armor special abilities (*glamered, slick, shadow, silent moves, improved slick, improved shadow, or improved silent moves*), weapon special abilities (*bane (evil outsiders, aquatic humanoids, reptilian humanoids, or monstrous humanoids), impact, or keen (Arms & Equipment Guide)*). Mark this favor as USED when expended.

➤ **Favor of Knight Warden Vitness Tragorn:** You have earned Warden Vitness Tragorn's appreciation for answering his call for aid. You may use this favor to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following items (circle one): armor special abilities (*energy resistance (any), improved energy resistance (any)*), mithral or dragonhide (armor or shield), wondrous item (*Dungeon Master's Guide*; 3,000 gp or less; list item here _____; no bags of tricks). Mark this favor as USED when expended.

➤ **Krag's Service:** You may use this favor to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following items/upgrades (circle one) for 2 additional TUs plus the standard cost: *amulet of health +4, belt of giant strength +4 (item only), gloves of dexterity +4, periapt of wisdom +4*. Mark this favor as USED when expended. This favor is void after the end of CY 596.

➤ **Gratitude of Marttik Suip:** For saving Marttik Suip from being a bullywug thrall, you may use his gratitude to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following rings (circle one): *feather falling, sustenance, climbing, jumping, swimming, counterspells, mind shielding, protection +2, force shield, ram, minor energy resistance, chameleon power, water walking*. You may also expend this gratitude to gain access to one of the following *Miniatures Handbook* spells: *Bigby's slapping hand, conviction, curse of impending blades, delay death, divine protection, guiding light, incite, inhibit, Mordenkainen's buzzing bee, panacea*. Mark this favor as USED when expended.

TU
Starting TU

2 or 4 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 8:

- ❖ Amulet of Natural Armor +2 (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Silent, Lesser (*Adventure; Dungeon Master's Guide*)
- ❖ Pearl of Power, 2nd Level Spell (*Adventure; Dungeon Master's Guide*)
- ❖ Vest of Resistance +2 (*Adventure; Complete Arcane*)

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

- ❖ +2 Studded Leather (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Silent (*Adventure; Dungeon Master's Guide*)
- ❖ Vest of Resistance +3 (*Adventure; Complete Arcane*)

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

- ❖ +2 Heavy Wooden Shield (*Adventure; Dungeon Master's Guide*)
- ❖ +2 Large Greatclub (*Adventure; Dungeon Master's Guide*)
- ❖ +2 Longsword (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Quicken, Lesser (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Protection +2 (*Adventure; Dungeon Master's Guide*)
- ❖ Rod of Defiance (*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 1/2 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