



# 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 14-16)

## A Regional Interactive Set in Gran March

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ RPGA #  
Signature

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 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, improved silent moves, greater slick, greater shadow, or greater silent moves*), weapon special abilities (*bane (evil outsiders, aquatic humanoids, reptilian humanoids, or monstrous humanoids), impact, exit wound (CW), or keen (A&EG)*). Mark this favor as USED when expended.

• **Favor of Knight Warden Vittnes Tragorn:** You have earned Warden Vittnes 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 type; standard, improved, or greater), mithral or dragonhide (armor or shield), adamantine (weapon), wondrous item (DMG; 7,500 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 additional TUs (2 for +4 item and 4 for +6 item) plus the standard cost: *amulet of health, belt of giant strength, gloves of dexterity, periapt of wisdom*. Mark this favor as USED when expended. This favor is void after the end of CY 596.

• **Favor of Captain Nicoli Jinx:** For helping the Captain in the service he has asked, the PC receives this favor. This favor can be used a single time as a substitute for an Influence point with the Gran March military or the Church of Heironeus (see regional metaorganization documentation). One favor can be exchanged for access for one of the following upgrades (circle choice and mark favor as USED): +2 weapon/armor/shield enhancement bonus, weapon special ability (*deflecting (CW), keen, merciful, mighty cleaving, or thundering*), shield special ability (*bashing or blinding*). Two favors can be exchanged for access for one of the following upgrades (circle choice and mark favors as USED): +3 weapon/armor/shield enhancement bonus, weapon special ability (*axiomatic, disarming (CW), or holy*), armor special ability (*axeblock (CW), energy resistance (any), hammerblock (CW), or spearblock (CW)*). Three favors can be exchanged for access for one of the following upgrades (circle choice and mark favors as USED): +4 weapon/armor/shield enhancement bonus, weapon special ability (*explosive (CW), knockback (CW), or speed*), armor/shield special ability (*moderate fortification, ghost touch, or improved energy resistance (any)*). Item access is Frequency: Regional for Gran March military members, Adventure for all others.

TU

Starting TU

2 or 4 TU

TU Cost

TU

Added TU Costs

TU REMAINING

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 14:

- ❖ +2 Heavy Wooden Shield (*Adventure; Dungeon Master's Guide*)
- ❖ +2 Large Greatclub (*Adventure; Dungeon Master's Guide*)
- ❖ +2 Longsword (*Adventure; Dungeon Master's Guide*)
- ❖ Amulet of Natural Armor +3 (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Quicken, Lesser (*Adventure; Dungeon Master's Guide*)
- ❖ Pearl of Power, 3<sup>rd</sup> Level Spell (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Protection +2 (*Adventure; Dungeon Master's Guide*)
- ❖ Rod of Defiance (*Adventure; Libris Mortis*)
- ❖ Vest of Resistance +4 (*Adventure; Complete Arcane*)

APL 16 (all of APL 14 plus the following):

- ❖ +3 Heavy Wooden Shield (*Adventure; Dungeon Master's Guide*)
- ❖ +3 Longsword (*Adventure; Dungeon Master's Guide*)
- ❖ +3 Studded Leather (*Adventure; Dungeon Master's Guide*)
- ❖ +4 Heavy Wooden Shield (*Adventure; Dungeon Master's Guide*)
- ❖ +4 Studded Leather (*Adventure; Dungeon Master's Guide*)
- ❖ Amulet of Natural Armor +4 (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Quicken (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Quicken, Greater (*Adventure; Dungeon Master's Guide*)
- ❖ Metamagic Rod, Silent, Greater (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Protection +3 (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Protection +4 (*Adventure; Dungeon Master's Guide*)
- ❖ Vest of Resistance +5 (*Adventure; Complete Arcane*)

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL

### 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