



This Record Certifies that



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by _____
Player _____ RPGA # _____

Has Completed

GRM6-01 All That Is Secret and Hidden

A Regional Adventure Set in Gran March

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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.

• **Favor of Boramante:** This favor can only be gained if the PCs saved Sharev from dying at the Blinding Spire (Boramante must have survived the adventure as well). PCs do not realize that they have the **Favor of Boramante**. This favor may have an affect in future adventures.

• **Military Commendation:** This commendation is given to active duty Gran March Military PCs who protected the people of Shiboeth against active threats within the city walls.

• **Favor of Knight Colonel Petros Gwalchen:** For protecting the people of Shiboeth from a lingering threat from the giant invasion, former Commandant Petros Gwalchen has arranged training for this PC, granting them access to the Tactical Soldier prestige class (*Miniatures Handbook*).

• **Favor of the Church of Pholtus:** For protecting the people of Shiboeth congregated on the grounds of the Blinding Spire, the Church of Pholtus extends its gratitude. This PC gains access to the Shadowbane Inquisitor prestige class (*Complete Divine*).

• **Notice Within the Corporation:** This favor is only available to PCs who are already members of the Corporation metaorganization. For reporting the attack on those professing to be members of the Corporation (members who aided vampires under the city of Shiboeth), this PC has earned the Favorable Notice of the Corporation. This PC gains access to the following prestige classes: Skullclan Hunter (*Miniatures Handbook*), Shadowbane Stalker (*Complete Divine*).

• **Bathed in the Blinding Light:** This PC stood before the Blinding Spire and defended innocents from undead monsters and evil outsiders. When the Light fell upon them, they were both judged and blessed by its radiance. This PC will suffer a penalty of -2 to all Spot and Search checks that rely on eyesight for the next two adventures. This PC was also affected by one of the following effects (CL 21st, player's choice): *remove curse*, *greater dispel magic*, *regenerate*, *greater restoration*, removal of a previously gained inherent penalty to any one stat.

You must choose which effect has touched this PC immediately and circle it. If none of the effects would benefit the PC, mark through all of them. The PC still suffers the Spot and Search check penalty as described above.

TU

Starting TU

I Or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

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

APLs 2, 4:

- ❖ +1 Silver Trident (*Adventure; Dungeon Master's Guide*)
- ❖ Bag of Holding, Type I (*Adventure; Dungeon Master's Guide*)
- ❖ Large Items: Greatclub, Javelin (*Adventure; Dungeon Master's Guide*)
- ❖ Mithral Chain Shirt (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):

- ❖ +1 Trident (*Adventure; Dungeon Master's Guide*)
- ❖ Cloak of Resistance +2 (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Communication (*Adventure; Miniatures Handbook*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ +1 Mithral Chain Shirt (*Adventure; Dungeon Master's Guide*)
- ❖ +2 Heavy Steel Shield (*Adventure; Dungeon Master's Guide*)
- ❖ Armbands of Might (*Adventure; Complete Adventurer*)
- ❖ Cloak of Resistance +3 (*Adventure; Dungeon Master's Guide*)
- ❖ Large +2 Breastplate (*Adventure; Dungeon Master's Guide*)
- ❖ Large +2 Greataxe (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ Bag of Holding, Type IV (*Adventure; Dungeon Master's Guide*)
- ❖ Large +1 Silver Trident (*Adventure; Dungeon Master's Guide*)
- ❖ Large +2 Heavy Steel Shield (*Adventure; Dungeon Master's Guide*)
- ❖ Medallion of Thoughts (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ +1 Bane (Dwarf) Longbow (*Adventure; Dungeon Master's Guide*)
- ❖ Large +1 Unholy Silver Trident (*Adventure; Dungeon Master's Guide*)
- ❖ Ring of Protection +3 (*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 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

Subtotal

GP

FINAL GP TOTAL