Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM6-02 *Family Values*
A Regional Adventure
Set in Gran March

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region _____

Adventure Record#

596 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

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.

The Corporation's Connection: Corporation PCs, who successfully convince their companions to keep quiet about the activities the party discovered beneath the arena, have their access to the items in the **Items Found During the Adventure** section below improved from Frequency: Adventure to Frequency: Adventure and Regional.

Gift of Mother Nackel: In return for fulfilling your Promise to the Nackel Gnomes and rescuing her sons, Rhanlleth Nackel uses her connections within the gnomish community in Hookhill and the Weaver's Guild to offer the PC access to purchase a single upgrade to a *cloak* or *vest of resistance* they currently own (from +1 to +2, +2 to +3, or +3 to +4). Mark this Gift as USED when it has been spent.

Gift of Sister Nackel: In return for rescuing her brothers and avenging her father's death, Anyllt Nackel uses her connections within the gnomish community in Hookhill and the Cobbler's Guild to offer the PC a variety of fine footwear. This PC may spend this Gift to gain access (Frequency: Adventure) to purchase the following items: *boots of striding and springing, boots of speed, boots of levitation, boots of teleportation, winged boots.* Mark this Gift as USED when it has been spent.

Demerit: For trying to contact Knight Field Marshal Envian about a subject of non-military importance, this Gran March military PC receives a demerit from the Gran March military.

Favor of the Nackel Gnome Brothers: In return for saving their lives and keeping their mouths shut about what they saw beneath the arena, the Nackel brothers are willing to use their connections in their new gang and its vast network of commerce on this PC's behalf. You may spend this Favor to gain access (Frequency: Adventure) to purchase a single item you had access to on one of your last 10 Adventure Records before this one. Increase this to the last 20 Adventure Records if this PC is a member of the Corporation. Mark this Favor as USED when it has been spent.

Call of the Brogan: This PC has sworn an oath to aid Watcher Helerain Brogan in destroying his sword enemy, the Baklunish lich Feyza Bahun, and has received a summons to find and assist the Brogan's aide, Lodnin Anghan. Until Lodnin is found, this PC is unable to further upgrade the Sword, Lance, or Armor of the Brogan. However, in all future encounters with minions of the Bahun, this PC receives a +2 sacred bonus to all attack, damage, and saving throws.

TU
Starting TU

1 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 2:
- *Masterwork Longaxe (Adventure; Complete Adventurer)*

APL 4 (all of APL 2 plus the following):
- *Large Masterwork Longaxe (Adventure; Complete Adventurer)*

APLs 6, 8 (all of APLs 2, 4 plus the following):
- *Large +1 Longaxe (Adventure; Complete Adventurer)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- *Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)*
- *Large +2 Greataxe (Adventure; Dungeon Master's Guide)*
- *Masterwork Broadblade Short Sword (Adventure; Complete Adventurer)*

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- *+1 Animated Heavy Wooden Shield (Adventure; Dungeon Master's Guide)*
- *+1 Mithral Breastplate (Adventure; Dungeon Master's Guide)*
- *Brooch of Shielding (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 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