Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM6-03 Crystal Clear
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 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 Fury**: This favor cannot be spent unless this PC has at least Cha 11, and it must be spent within 1 year of the date on this AR. Spending this favor gains this PC a pegasus as a mount. This PC must spend 5,000 gp and 4 additional TUs at the same time as the favor to pay for training the pegasus and providing it with the proper housing and food. This PC must purchase an exotic saddle to ride the pegasus. Mark this Favor as USED when it has been spent.

☛ **Favor of the Mountaineers**: This PC can spend this Favor to gain access (Frequency: Adventure) to purchase a single armor, shield, or weapon made of adamantine. Mark this Favor as USED when it has been spent.

☛ **Favor of the Shadowhunters**: This PC may spend this Favor to gain access (Frequency: Adv.) to purchase one of the following (circle the one selected): *wand of lesser restoration* (CL 3rd), *divine scroll of restoration* (CL 7th), *phylactery of undead turning*. Mark this Favor as USED when it has been spent.

☛ **Favor of the Commandant**: This PC has agreed to carry the Prison of Malkisharn. In return for this sacrifice, this PC may purchase NPC spellcasting of the *lesser restoration*, *restoration*, and *greater restoration* spells at any temple of an approved religion in the Gran March, but at a 50% reduction in the normal cost for as long as they bear the Prison.

☛ **Gran March Military Commendation**: For active-duty military PCs.

Favor of the Whispered One: This PC bargained secrets with an Aspect of Vecna. This PC may invoke this Favor to cast one of the following spells as a standard action at CL 18th: *weird* (DC 23), *horrid wilting* (DC 22), *insanity* (DC 20). Each time this Favor is invoked, this PC's alignment shifts one step towards NE, first on the Law-Chaos axis, then on the Good-Evil axis. Mark each shift in the Notes section of the AR. This shift in alignment cannot be repaired by *atonement* and this PC will actively fight any effort to restore his alignment. Once the PC's alignment shifts to NE, he is removed from play permanently. Contact the Gran March triad if this occurs.

The Prison of Malkisharn: This PC has assumed the burden of safeguarding the black and oily gem that contains the soul of the ancient dread wraith, Malkisharn. This prison requires constant vigilance and regular infusions of positive energy. At the beginning of each adventure, this PC or another PC at the table must expend one turning attempt to maintain the strength of the prison. If no one powers the gem at the beginning of the adventure, the bearer of the prison suffers 1 point of Con drain instead.

This gem radiates faint evil. This PC will be given a document signed by Lt. Watcher Melody Melerin, Vicious Mink, of the Commandant's Special Guard; the document indicates that the Commandant is aware of the item and this PC safeguards it with his blessing. There are many forces on Oerth that would gladly kill the PC to gain this gem, so the PC is well advised to keep its presence a secret.

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 6:
- ❖ +1 Ghost Touch Bastard Sword (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Animate Dead (CL 8th; Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):
- ❖ +2 Chainmail (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ +2 Ghost Touch Bastard Sword (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Empower, Lesser (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ +3 Chainmail (Adventure; Dungeon Master's Guide)
- ❖ Belt of Giant Strength +4 (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Resistance +4 (Adventure; Dungeon Master's Guide)
- ❖ Ring of Protection +2 (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