Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM6-08 *Coming Home*
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 _____

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

Adventure Record#

596 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

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.

Elector's Influence Point: You have earned the gratitude of Elector Thorgier Ennister for your service to his family. This Influence Point may be used per the current Gran March rules governing the use of Elector's Influence Points. If the PC also earned **Captured by Kenningamek**, this Influence Point may be used twice. Mark this Influence as USED when it has been spent.

Military Commendation: For your efforts in locating the lair of Kenningamek, scourge of the Dim Forest, you have been awarded a Commendation.

Captured by Kenningamek: You have been the long-term guest of the self-styled Warlord of the Dim Forest. While his ministrations left no permanent marks on your flesh, they almost certainly left permanent impressions upon your psyche. This adventure costs an additional 4 TUs to represent your time in captivity. If you do not have sufficient TUs remaining in this campaign year, subtract the excess TUs at the beginning of the next campaign year. Your imprisonment grants you access to acquire the Badge of Bondage feat (*Dragon #315*).

Displeasure of Elector Thorgier Ennister: For your failure to assist his family in time of need, Elector Thorgier Ennister bears you great enmity. This has no in-game effect at present, but may have implications in future adventures.

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:
- ❖*Silversheen (Adventure; Dungeon Master's Guide)*

APL 4 (all of APL 2 plus the following):
- ❖*Potion of Shield of Faith +5 (Adventure; Dungeon Master's Guide)*

APL 6 (all of APLs 2, 4 plus the following):
- ❖*Mithral Breastplate (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖*Dust of Appearance (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖*+1 Bane (Human) Spiked Chain (Adventure; Dungeon Master's Guide)*
- ❖*+1 Light Fortification Mithral Breastplate (Adventure; Dungeon Master's Guide)*
- ❖*Amulet of Mighty Fists +1 (Adventure; Dungeon Master's Guide)*
- ❖*Goggles of Minute Seeing (Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖*+1 Flaming Longsword (Adventure; Dungeon Master's Guide)*
- ❖*+1 Frost Short Sword (Adventure; Dungeon Master's Guide)*
- ❖*Belt of Giant Strength +4 (Adventure; Dungeon Master's Guide)*
- ❖*Gloves of Dexterity +4 (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