Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM7-01 Gnome Friends

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#

597 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.

☛ **Thanks of Baron Cragmor**: For assisting Gran March, you receive an Influence Point with Baron Cragmor. The baron shows his appreciation further by providing free high lifestyle for all adventures that begin or end in Barony Cragmor.

☛ **Special Thanks of Baron Cragmor**: For one year from the date on this Adventure Record, this character receives free luxury lifestyle for all adventures that begin or end in Barony Cragmor. Military characters may also transfer to the baron's Baronial Pride (if there is space; check with the Military POC).

☛ **Favor of Apexmaster Silveraxe**: Apexmaster Silveraxe will recommend non-Mountaineer military characters for membership in the Mountaineers. Military and activated veteran characters also receive a commendation.

In addition, Silveraxe uses his influence to allow this PC to purchase (Frequency: Regional) a single upgrade to an existing magical weapon or armor (circle the one selected): *keen* weapon special ability, *improved slick* armor special ability. Mark this part of the Favor as USED when the upgrade is purchased.

☛ **Mountaineer Boon of Apexmaster Silveraxe**: Apexmaster Silveraxe will give a special boon to fellow members of the Mountaineers. He gives his fellow members access (Frequency: Regional) to purchase deep hounds (from *Races of Stone*, Price: 4,000 gp). PCs may only have one deep hound at a time. In addition, members of the mountaineers may use the Favor of Apexmaster Silveraxe to purchase both upgrades and do not mark that part of the Favor as USED when doing so.

☛ **Boon of the Lortmil Gnomes**: The gnomes of the area will teach this PC a special technique or spell they have learned. This PC may gain access to one of the following (circle the one selected); members of the Lortmil Gnome metaorganization gain access to all of the following instead: spells – *stand* (PHB2), *close wounds* (SpC); racial substitution levels (RoS) – gnome bard, gnome illusionist, gnome ranger.

In addition, the gnomes give this PC access (Frequency: Regional) to purchase one of the following from *Complete Mage* (circle the one selected): *cloak of comfort*, auran mask, crackle powder, fast torch, screaming flask, weeping flask.

↗ **Scars of Malbolge**: This PC has spent several weeks as a slave in Malbolge on the Nine Hells; this PC loses 4 additional TUs. Luckily, a band of trumpet archons managed to rescue this PC from eternal torment. While the archons managed to sunder the PC's shackles, deep black scars remain on both wrists and ankles. These scars may only be removed via a *wish* or *miracle* spell. Your imprisonment and torture grants you access to acquire the Badge of Bondage feat (*Dragon #315*).

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:
- ❖ *Brooch of Shielding* (Adventure; Dungeon Master's Guide)
- ❖ *Mithral Light Shield* (Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):
- ❖ *Darkwood Heavy Shield* (Adventure; Dungeon Master's Guide)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Lens of Detection* (Adventure; Dungeon Master's Guide)
- ❖ *Pearl of Power, 2nd Level Spell* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Vest of Escape* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Glitterdust* (CL 3rd; Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *+1 Merciful Greatsword* (Adventure; Dungeon Master's Guide)
- ❖ *Pearl of Power, 3rd Level Spell* (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Metamagic Rod, Empower Lesser* (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