Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM7-02 Gullet
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.

☛ **Military Commendation**: This PC has received this commendation for detecting an intelligence breach.

☛ **Baronial Medal of Valor**: For courage, heroism and steadfast determination above and beyond the duty of all soldiers, this PC has been awarded the Baronial Medal of Valor.

☛ **The Commandant's Shield**: For extreme courage, heroism and bravery above and beyond the duty of all soldiers, this PC has been awarded the Commandant's Shield.

☛ **The Fist of Honor**: For courage and heroism on the field of battle by non-military personnel, this PC has been awarded the Fist of Honor. This award conveys a permanent Influence Point with the Gran March Military, as well as a +2 circumstance bonus to Diplomacy and Profession (Soldier) checks when dealing with members of the Gran March Military.

☛ **Favor of Elector Garenti**: This counts as an Influence Point with Elector Garenti. In addition, Elector Garenti will help pay for items bought on this Adventure Record. All items purchased on this AR are at a 10% discount. This discount only applies to items bought on this AR.

☛ **Elector Garenti's Request**: If this PC is interested, Elector Garenti will formally request this PC be assigned to this Elector's File. Space in an Elector's File is very limited. Check with the Military Point of Contact to determine if there are openings in the File. Mark this request as DONE when the PC transfers. Elector Garenti is located east of Ghostgate.

☛ **Gratitude of Captain Teliz**: Captain Gregorik Teliz is very grateful. He uses his family connections to make items available to this PC. Two items on this Adventure Record to which you gained access are now Frequency: Regional (circle the two items to which you choose to upgrade access).

☛ **Favor of Sergeant Azar Taloan**: It is not clear what the favor of a Sergeant is worth. Nevertheless he feels he owes you a favor.

☛ **Recommendation**: Captain Teliz was impressed by your actions in defense of the island. He will write a letter of recommendation on your behalf. At your next Promotion Review Board he will strongly recommend you receive a promotion to at least the next non-commissioned rank. Mark this recommendation as USED after you have attended a Promotion Review Board. For non-Gran March military characters, this letter may or may not be given credence.

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:
- ❖ *Adamantine Arrow (Adventure; Dungeon Master's Guide)*
- ❖ *Adamantine Short Sword (Adventure; Dungeon Master's Guide)*
- ❖ *Decanter of Endless Water (Adventure; Dungeon Master's Guide)*
- ❖ *Divine Scroll of Align Weapon (CL 3rd; Adventure; DMG)*
- ❖ *Divine Scroll of Reincarnate (CL 7th; Adventure; DMG)*
- ❖ *Elixir of Hiding (Adventure; Dungeon Master's Guide)*

APL 4 (all of APL 2 plus the following):
- ❖ *Divine Scroll of Restoration (CL 7th; Adventure; Dungeon Master's Guide)*
- ❖ *Quiver of Ehlonna (Adventure; Dungeon Master's Guide)*

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Boots of Striding and Springing (Adventure; Dungeon Master's Guide)*
- ❖ *Eyes of the Eagle (Adventure; Dungeon Master's Guide)*
- ❖ *Horseshoes of a Zephyr (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Adamantine Bolt (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Swimming, Improved (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Boots of Speed (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Water Walking (Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Wand of Restoration (CL 7th; 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