Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM7-03 Who Sleeps Upon Your Bed

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 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.

☛ **Tutelage of the Nameless Archmage**: You gain access to one arcane spell from the SpC from the APL you played, and one from each lower APL (circle ones selected): APL 6 – *avoid planar effects* or *shadow phase*; APL 8 – *false gravity* or *perinarch*; APL 10 – *greater dimension door* or *planar tolerance*; APL 12 – *extract water elemental* or *ruby ray of reversal*.

Branded by the Gods: You have been anointed with meersalm, and your false oath caused it to burn a silver lightning bolt into your forehead. This brand acts as a *mark of justice* (CL 20th). If you break another oath the *mark of justice* will activate, imposing a -4 penalty on attack rolls, saves, ability checks and skill checks. If the *mark* activates, note this in the Play Notes section of the AR for the adventure in which it occurs. This *mark* can be removed (see spell description). This brand cannot be hidden by magical or mundane means. You must show this AR effect to the DM at the beginning of every adventure.

☛ **Exalted by the Gods**: Worshipers of Al'Akbar, Heironeous, Moradin, Murlynd, Pholtus, and St. Cuthbert may choose one of the following (circle the option selected): Option #1 - access to the feats Parrying Shield (*Lords of Madness*) and Sanctify Water (*Stormwrack*) plus two divine spells from the following list (circle the spells) OR Option #2 - access to all divine spells on the following list: *battlefield illumination* (HoB), *battlemagic perception* (HoB), *checkmate's light* (SpC), *consecrate battlefield* (HoB), *earthen grace* (SpC), *eye of the hurricane* (SpC), *find the gap* (SpC), *fireward* (SpC), *hunter's mercy* (SpC), *knight's move* (SpC), *lightfoot* (SpC), *owl's insight* (SpC), *spiritual cavalry* (HoB), *towering oak* (SpC), *wall of good* (SpC), *warning shout* (SpC).

Enmity of the Nameless Archmage: Whenever you adventure on the Astral Plane you will be attacked by an astral stalker (MM3) engaged to torment you. Once per such an adventure it uses stealth to approach, attack, and escape. Every subsequent time you encounter it there is a cumulative 5% chance (tracked in the Play Notes section of your ARs) that it has tired of its hunt and will decide to end your life. At that point it will hunt you until either you or it has been slain. There is no reasoning with it. Additionally every time you are affected by a [Teleportation] effect there is a flat 5% chance that the astral stalker has anticipated your movement and makes one attack against you while you briefly occupy the Astral Plane. You must show this AR effect to your DM at the beginning of every adventure.

☛ **Touched by the Gods**: You have fulfilled the special prerequisite of the Contemplative prestige class for Al'Akbar, Heironeous, Moradin, Murlynd, Pholtus, and St. Cuthbert.

☛ **Attention of Brother Drakon**: You have gained the favorable/unfavorable attention of Senior Staff Sergeant Drakon of Pholtus.

☛ **Marked by the Gods**: You have been anointed with meersalm, leaving the golden holy symbol of _____ on your forehead. When you received it, this mark immediately affected you as per the *atonement*, *miracle*, and *remove curse* spells (CL 21st) with regards to removing negative effects. The mark also grants you permanent spell resistance (SR 11 + class levels) against spells with the evil descriptor. You chose to convert to the worship of _____.

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 (all of the following):
- ❖ *Blend Cream* (Adventure; Complete Adventurer)
- ❖ *Capsule Retainer* (Adventure; Complete Adventurer)
- ❖ *Everfull Mug*, Official Bar None variety (Adventure; Magic Item Compendium)
- ❖ *Eyes of the Eagle* (Adventure; Dungeon Master's Guide)
- ❖ *Focusing Candle* (Adventure; Complete Adventurer)
- ❖ *Healer's Balm* (Adventure; Complete Adventurer)
- ❖ *Hearthfire* (Adventure; Races of Stone)
- ❖ *Hearthfire Lantern* (Adventure; Races of Stone)
- ❖ *Ironman Capsule* (Adventure; Complete Adventurer)
- ❖ *Leap Capsule* (Adventure; Complete Adventurer)
- ❖ *Oil of Align Weapon (Evil)* (CL 3rd; Adventure; Dungeon Master's Guide)
- ❖ *Oil of Align Weapon (Good)* (CL 3rd; Adventure; Dungeon Master's Guide)
- ❖ *Softfoot* (Adventure; Complete Adventurer)
- ❖ *Spiderlily Essence* (Adventure; Races of Stone)
- ❖ *Stability Capsule* (Adventure; Complete Adventurer)
- ❖ *Suregrip* (Adventure; Complete Adventurer)

APL 8 (all of APL 6 plus the following):
- ❖ *Mantle of Second Chances* (Adventure; Magic Item Compendium)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *+1 Brutal Surge Feycraft Cold Iron Longsword* (Adventure; DMG2/MIC)
- ❖ *+1 Deflecting Flaming Surge Short Sword* (Adventure; DMG2/Complete Warrior)
- ❖ *+1 Easy Travel Feycraft Mithral Chain Shirt* (Adventure; DMG2/MIC)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *+1 Anti-Impact Fireshaped Mithral Chain Shirt* (Adventure; DMG2/CW)
- ❖ *+1 Ghost Strike Hellforged Short Sword* (Adventure; DMG2/MIC)
- ❖ *+1 Illusion Bane Short Sword* (Adventure; Magic Item Compendium)

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