Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM7-04 The Threat Within
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

Cross out any game effects this character does not gain.

☛ **Gratitude of the Church of Heironeous**: : For revealing the enchantment effect on Terlius Jill and keeping him alive, you have received an Influence Point with the Church of Heironeous. Mark this favor as USED when it is spent.

☛ **Favor of Nolar Thotec**: For implicating Terlius Jill in the murder and in the theft of Gran March property, this PC has gained the **Favor of Nolar Thotec**. If you have previously gained the **Enmity of Nolar Thotec**, this favor cancels that one (mark both as VOID). Mark this favor as USED if it is spent.

☛ **Espionage Duty**: Active duty Pathfinders may use military TUs for any adventure taking place in the Pomarj, Celene, Wild Coast, Welkwood, or Gnarley Forest, though the end of Y598.

☛ **Gratitude of Larelus Springflower**: For preserving his inn's reputation, Larelus Springflower will give you free Rich lifestyle in any adventures starting or ending in Ghostgate.

☛ **Military Commendation**: For recovering the documents belonging to the Gran March Military, this Active Duty or veteran PC has received a commendation.

☛ **Thanks of the Special Constables**: This favor can be used for one of two things: it can be used as an Influence Point with the Special Constables, or to gain access to the Spymaster prestige class. Mark this favor as USED when it is spent.

☛ **Pathfinder Gratitude**: For assisting the Pathfinders in gaining justice for one of their own, they have offered to provide you special training or special access. This PC now has access to the alternate class feature Distracting Attack (Ranger) from PHB2 or access (Frequency: Regional) to purchase *goggles of night*. Cross off choice not selected.

☛ **Disfavor of the Teliz Family**: For killing Terlius Jill Teliz, this PC has earned the **Disfavor of the Teliz Family**. This favor voids any previously earned favors of the Teliz family (including those from Captain Teliz) and may have other future effects.

☛ **Favor of the Knight Commodore Avanti**: This PC may transfer to the River Guard even if they lack the Profession (sailor) ranks needed. They must resolve such a deficiency before they can be promoted within the River Guard. PCs that are already members of the River Guard receive an additional commendation instead.

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 Chain Shirt (Adventure; Dungeon Master's Guide)*
- ❖ *Potion of Urchin's Spines (CL 3rd; Adventure; Stormwrack; Limit 5)*

APL 4 (all of APL 2 plus the following):
- ❖ *+1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)*
- ❖ *Memento Magica, 1st Level (Adventure; Magic Item Compendium)*
- ❖ *Wand of Lesser Orb of Acid (CL 3rd; Adventure; Spell Compendium)*

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *+1 Mithral Breastplate (Adventure; Dungeon Master's Guide)*
- ❖ *Necklace of Fireballs, Type I (Adventure; Dungeon Master's Guide)*
- ❖ *Potion of Barkskin +4 (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Memento Magica, 2nd Level (Adventure; Magic Item Compendium)*
- ❖ *Pearl of Power, 3rd Level Spell (Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Scorching Ray (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