



This Record Certifies that



Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed

GRM7-06 The Order of Underworld Travelers
A Regional Adventure
Set in Gran March

Event: Date:

DM: Signature RPGA #

Cross out any game effects this character does not gain.

Favor of the Order of World Travelers: The PCs prevented Trevian Buchall from being taken by the ultroloth, Euryale. The item access marked with an * below gains Frequency: Regional.

Favor of Metaorganization: This PC was asked to assist the Order of World Travelers on behalf of an officially recognized Gran March meta-organization to which the PC belongs. If the PC does not have the Ire of Baron Doulanfon on this AR, the PC may choose between an influence point with their specific meta-organization or a 10% discount on the price of the items marked with an * below. Circle the option selected.

Ire of Metaorganization: This PC disobeyed the instructions of his superiors and failed to turn over all information and findings to the Order of World Travelers. Baron Doulanfon was extremely displeased by this, and the PC's superiors suffered that displeasure. Void all Favors and Commendations on this AR.

Favor of Baron Doulanfon: The Baron of Shiboeth is impressed that the PCs saw two dozen children safely though a dangerous situation with powerful evil outsiders. This PC can spend this Favor to gain one time access (Frequency: Adventure) to one of the following armor special ability upgrades at a 10% discount in price (circle the one selected): ghost touch, invulnerability, moderate fortification. Mark this favor as USED when it has been spent.

Ire of Baron Doulanfon: This PC provoked evil outsiders who were surrounded by innocent children of Shiboeth. One of the children who died because of the reckless actions of the PC was the granddaughter of a close friend to Baron Doulanfon. The Baron is greatly displeased with the PC. The PC is no longer able to purchase or upgrade any magic items during or following any adventure that takes place in Shiboeth. The costs for NPC spellcasting in Shiboeth doubles (this does not affect component costs).

Military Commendation: This Active Duty or veteran PC has received a commendation.

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

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:

- Arcane Scroll of Death's Call (Adventure; Complete Mage)
Bag of Holding, Type II (Adventure; Dungeon Master's Guide)
Ioun Stone, Iridescent Spindle (Adventure; Dungeon Master's Guide)
Magic Bedroll (Adventure; Magic Item Compendium)*
Spellguard Rings (Adventure; Complete Mage)

APL 4 (all of APL 2 plus the following):

- Arcane Scroll of Boiling Blood (Adventure; Complete Mage)
Stone of Alarm (Adventure; Dungeon Master's Guide)*

APL 6 (all of APLs 2, 4 plus the following):

- Arcane Scroll of Hood of the Cobra (Adventure; Complete Mage)
Horseshoes of the Zephyr (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 Bane (Human) Longspear (Adventure; Dungeon Master's Guide)
Arcane Scroll of Vecna's Malevolent Whisper (Adventure; Complete Mage)
Cape of the Mountebank (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Arcane Scroll of Lightning Leap (Adventure; Complete Mage)
Glove of Storing (Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- Arcane Scroll of Endless Slumber (Adventure; Complete Mage)
Winged Boots (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 1/2 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