Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM7-08 Thrall
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

APL 14
max 1,800 xp; 6,600 gp

APL 16
max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

☛ **Ire No Longer**: Void any **Ires of Baron Doulanfon** you currently possess.

☛ **Favor of Metaorganization** _____: This PC may choose between an influence point with their specific metaorganization or adding Frequency: Regional to the items listed under Items Found below. Circle the option selected.

☛ **Military Commendation**: This Active Duty or veteran PC has received a commendation for their valiant acts.

☛ **Favor of Baron Doulanfon**: This PC has earned the favor of Baron Doulanfon. This PC can spend this Favor to gain one time access (Frequency: Adventure) to one of the following weapon special ability upgrades at a 10% discount in price (circle the one selected): *ghost touch, holy, bane (undead), magebane* (MIC). Mark this favor as USED when it has been spent.

This favor can be combined with other **Favors of Baron Doulanfon**, increasing the discount by 10% if 2 favors are used and increasing the number of upgrades selectable by 1 if 3 favors are used.

☛ **Gift of Boramante**: This favor is only available to PCs who also received the **Favor of Boramante** from GRM6-01 *All That Is Secret and Hidden*. You gain access (Frequency: Regional) to purchase a single *cloak of displacement, lesser* at 75% of standard cost.

☛ **Vision of the First Watcher**: You witnessed a direct vision of the death of Trilesimain in the Abyss. This shared memory is now a part of your faith and belief. Whenever you face giants, evil outsiders or the Baklunish, you receive a +2 morale bonus to attack and damage rolls. This bonus functions in areas where magic does not work. This vision is only available to PCs who were Knights or Squires of the Watch and Dispatch when they played this adventure.

☛ **Favor of the Athenaeum**: This PC has assisted the librarians at the Athenaeum in translating a tablet that was stolen from Vault 73. During that research, the PC was also granted access to one of the following spells from CM (circle the one chosen): *arcane turmoil, magic savant, Otiluke's suppressing field, prismatic aura*. This favor is only available to PCs who also chose the option **Research at the Athenaeum** from GRM6-07 *Athenaeum*.

☛ **Vigil over Fhar'anod**: This PC has made a commitment to Baron Doulanfon to stand vigil over the ruins of Fhar'anod whenever the moon grows full. The Baron has developed a personal hatred of the yugoloths and will provide the PC with equipment to aid in this duty. The PC will begin every regional adventure with one free dose of *oil of bless weapon* for use only during that adventure for the remainder of the campaign. This equipment cannot be carried over to another adventure or sold if it is not used.

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)

APLs 2, 4 (all of the following):
- ❖ *Phylactery of Faithfulness* (Adventure; Dungeon Master's Guide)
- ❖ *Quiver of Ehlonna* (Adventure; Dungeon Master's Guide)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Hat of Disguise* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Murlynd's Spoon* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Evasion* (Adventure; Dungeon Master's Guide)

APLs 10, 12 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Bracers of Archery, Greater* (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):
- ❖ *Periapt of Wound Closure* (Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):
- ❖ *Scabbard of Keen Edges* (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