Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM7-IN2 *Hard Road to Peace*

A Regional Interactive
Set in Gran March

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____

Home Region_____

Event: ___TriNoCon 2007____ **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

Cross out any game effects this character does not gain.

☛ **Favor of Margawalle**: You gain access (Frequency: Any) to purchase one *soul anchor* (DMG2). This PC must spend 2 additional TUs tracking down Margawalle to use this favor. Mark this favor as USED when it is spent.

☛ **Favor of Trumpeter**: For aiding the trumpet archon known as the Trumpeter, every member of the expedition has received a small silver trumpet. When blown like a whistle, it will call the Trumpeter. She will arrive at the beginning of the next adventure and cast one cleric spell of up to 7th level on you (Caster Level 14th) and then leave. She will not enter combat. You must pay any material or experience component costs for the spell. The whistle then crumbles to dust. Mark this favor as USED when it is spent.

↗ **Disfavor of Sistasa**: This PC accepted the gift from a lilutu (a chaotic act), then failed to honor their agreement. For this act, this PC has earned her ire. The next time this PC encounters a demon of CR 7 or higher, the demon will single out the PC for attention. Mark this effect as DONE when the combat is completed.

☛ **There's No Place Like Home**: Surviving the perils of Pandemonium can give a person great inner strength. For the next three adventures set in your home region, you gain a +2 morale bonus to all Will saves.
○ ○ ○

☛ **Special Diplomatic Envoy Favor**: Dispatcher Special Diplomatic Envoy Amber Derat, Impavid Lhosk has arranged access to special training for you. You gain access to one of the following spells, alternative class features, or skill tricks (circle the one selected and cross off the others): *wounding whispers* (SpC), *summon holy symbol* (CC), *metal fang* (CC), sudden still (CA), sudden silent (CA), berserker strength (PH2), elusive attack (PH2), speedy ascent (CS), or up the hill (CS).

Dispatcher Derat will also recommend this PC for the elite Gran March Couriers and/or sponsor the character to the Knights of the Watch and Dispatch (PC must meet all requirements for the organization(s) they wish to join).

☛ **Military Commendation**: This commendation is given to active duty Gran March military and veteran PCs.

TU
Starting TU

2 or 4 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:
- ❖ *Wand of Lesser Vigor* (Adventure; Spell Compendium; Limit 1)
- ❖ *Troll Gut Rope* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Potion of Protection from Negative Energy* (Adventure; SpC; Limit 5)

APL 4 (APL 2 plus the below):
- ❖ *Ring of Swimming* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Sustenance* (Adventure; Dungeon Master's Guide)

APL 6 (APLs 2, 4 plus the below):
- ❖ *Potion of Attune Form* (Adventure; Spell Compendium; Limit 5)
- ❖ *Fountainhead Arrows* (Adventure; Magic Item Compendium; Limit 10)

APL 8 (APLs 2, 4, 6 plus the below):
- ❖ *Potion of Barkskin +4* (Adventure; Dungeon Master's Guide)
- ❖ *Skill Shard, Greater, Disable Device* (Adventure; MIC; Limit 1)

APL 10 (APLs 2, 4, 6, 8 plus the below):
- ❖ *Rod of Sure Striking* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Arcane Scroll of Teleport* (CL 9th; Adventure; Dungeon Master's Guide)

APL 12 (APLs 2, 4, 6, 8, 10 plus the below):
- ❖ *Pick of Piercing* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Arcane Scroll of True Seeing* (CL 11th; Adventure; DMG)

APL 14 (APLs 2, 4, 6, 8, 10, 12 plus the below):
- ❖ *Oil of Greater Magic Weapon +5* (Adventure; Dungeon Master's Guide)
- ❖ *Skin of the Chameleon* (Adventure; Magic Item Compendium; Limit 1)

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