



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-IN4 By Right of Conquest
A Regional Interactive
Set in Gran March

Event:
Date:
DM:
Signature
RPGA #

APL 2
max 225 xp; 225 gp

APL 4
max 337 xp; 325 gp

APL 6
max 450 xp; 450 gp

APL 8
max 562 xp; 650 gp

APL 10
max 672 xp; 1,150 gp

APL 12
max 787 xp; 1,650 gp

APL 14
max 900 xp; 3,300 gp

Cross out any game effects this character does not gain.

Tremendous Bravery: You have entered unarmed a hive of voors and canoloths to save innocent citizens of Shibolet. You receive a +1 circumstance bonus to your Leadership score. If you are a member of the Knights of the Watch you receive 1 additional promotion point. Squires may count this point after they have been promoted to Vigil. Gran March Military or reactivated characters of less than Sergeant rank are promoted to Sergeant.

Brave Sacrifice: While facing down a nest of yugoloths against overwhelming odds to save innocent hostages, you died bravely fighting fiends. You have been offered a position in House Doulanfon and at the Baron's request, you have been made a Knight of the March by the Commandant. You are also a Hero of Shibolet. This also counts as an additional favor of Baron Doulanfon.

Hero of Shibolet: You have been named a Hero of Shibolet. You have a +5 circumstance bonus to Diplomacy, Sense Motive and Gather Information checks when dealing with citizens in Barony Shibolet. If the PC has any previous Disfavor with Baron Doulanfon, this Favor negates the previous Disfavor.

Favor of the Besieged City: The merchants of Shibolet seek to reward the tremendous deed of this PC. You receive a 10% discount on all items purchased from the access on this Adventure Record.

Medal for Bravery: You have earned the Baronial Medal of Valor or the Sword of the March (only one sword per table) military honor. This is available only to active duty and reactivated veteran Gran March army PCs.

Favor of Baron Doulanfon: This PC has earned the favor of Baron Doulanfon. This favor cancels any previous Ire of Baron Doulanfon the PC might have from a previous AR. You may use this favor to gain access (Frequency: Regional) to purchase one of the following weapon special ability upgrades at 80% of standard cost (circle the one selected): holy, axiomatic, ghost touch, magebane (MIC).

This favor can be used independently or combined with unused Favors of Baron Doulanfon from other ARs. If the PC combines 2 favors, the Baron makes the weapon upgrade available at 70% of standard cost. If the PC combines 3 favors, the Baron makes two weapon upgrades available at 70% of standard cost (circle a second upgrade above).

Enmity of Baron Doulanfon: Your reckless disregard for innocent lives has earned the undying enmity of House Doulanfon. You earn no item access from this AR. Baron Doulanfon will never contact the PC to assist in any adventure. You can never earn the Favor of Baron Doulanfon.

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:

- Divine Scroll of Restoration (CL 7th; Adventure; DMG; Limit 5)
Fiendslayer Crystal, Least (Adventure; MIC; Limit 1)
Wand of Ironguts (CL 1st; Adventure; Spell Compendium; Limit 3)

APL 4 (APL 2 plus the below):

- Divine Scroll of Reincarnation (CL 7th; Adventure; DMG; Limit 5)
Ring of Communication (Adventure; Magic Item Compendium)

APL 6 (APLs 2, 4 plus the below):

- Arcane Scroll of Break Enchantment (CL 9th; Adventure; DMG; Limit 5)
Fiendslayer Crystal, Lesser (Adventure; MIC; Limit 1)

APL 8 (APLs 2, 4, 6 plus the below):

- Divine Scroll of Commune (CL 9th; Adventure; DMG; Limit 5)
Fiendslayer Crystal, Greater (Adventure; MIC; Limit 1)

APL 10 (APLs 2, 4, 6, 8 plus the below):

- Banner of the Storm's Eye (Adventure; Magic Item Compendium)
Divine Scroll of Raise Dead (CL 9th; Adventure; DMG; Limit 5)

APL 12 (APLs 2, 4, 6, 8, 10 plus the below):

- Divine Scroll of Heal (CL 11th; Adventure; DMG; Limit 5)
Horn of Plenty (Adventure; Magic Item Compendium)

APL 14 (APLs 2, 4, 6, 8, 10, 12 plus the below):

- Divine Scroll of Resurrection (CL 13th; Adventure; DMG; Limit 5)
Magic Siphon (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

Items Sold table with lines for recording items and values.

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table with lines for recording items and values.

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