Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GRM8-05 *Quorem*
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#

598 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 4
max 1,350 xp; 1,300 gp

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

APL 8
max 2,250 xp; 2,600 gp

APL 10
max 2,700 xp; 4,600 gp

APL 12
max 3,150 xp; 6,600 gp

APL 14
max 3,600 xp; 13,200 gp

APL 16
max 4,050 xp; 19,800 gp

Cross out any game effects this character does not gain.

Lost the *Hell's Ring*: You have lost Hell's 5th, 7th or 8th ring. You have permanently lost two points from Con, Dex, and Cha, and each individual lost point may only be returned with a *miracle* or *wish*. You retain the +2 profane bonus to your BAB. If you regain any lost points to Con, you lose the profane bonus to BAB.

***Hellscepter* Broken**: Your group has broken the *Hellscepter*, and all those bound to it have taken profound damage or death. You receive the blessing of the gods granting you a one-time use of a free *heal* spell upon yourself (as immediate action, CL 25th). Mark as USED when the spell is taken.

The PC who did the final damage to the *Hellscepter* gains an additional use of a free *heal* spell upon yourself (but as a swift action, CL 15th). Mark as USED when this use is taken.

***Hellscepter* Destroyed**: Using *Hellbreaker* on the *Hellscepter* permanently destroys the scepter. Yondalla provides a blessing to all PCs present (alive or dead). This blessing is that all 1s or 2s rolled on dice for conjuration (healing) spells to heal or cure the PC are re-rolled for the rest of the campaign.

Thanks from Nolar Thotec: For not killing him when you had the chance and freeing him from the *Hellscepter's* thrall, he arranges for all **ITEMS FOUND DURING THE ADVENTURE** to gain Frequency: Metaregional. If this PC has the **Ire of Elector Dira Hamisti**, he can remove that Ire instead (mark this thanks as USED in that case).

***Hellbreaker* Destroyed**: PCs who own or are bonded to *Hellbreaker* permanently lose *Hellbreaker* (or access to it) and gain a sacred bonus to checks to resist trip or disarm, checks to resist or escape grapples, or to melee weapon damage (circle one) at a rate of +1 per full 5,000 gp value of the sword owned (minimum +1 bonus, maximum +5 bonus). Enter value here: _____. You also gain access (Frequency: Any) to the *bane (evil outsider)* weapon special ability upgrade, at half normal cost the first time you purchase it.

Killed Nolar Thotec: You have slain the Most Vile Enemy of Gran March. Military and veteran PCs receive the Sword of the March award and are commissioned or promoted one step (circle choice). Knight Colonel rank PCs are assigned to the staff of the Army of Victory. All military PCs are given the option to retire from military at their promoted rank regardless of time left on service. Non-military/veterans are instead granted citizenship in Gran March and given permanent immunity from being activated except in defense of Gran March. Allied military PCs receive the Sword of the March award, are granted citizenship, and are made honorary members of the 1st Battle (gaining all metaorganization benefits). All PCs receive a 20% discount to all purchases on this AR and the items accessible on this AR.

Thanks from the Lich Queen: In making it possible to acquire the *Hellscepter*, the Lich Queen thanks you. You have access Frequency: Any to purchase any one set from the MIC. You are limited to one of each item in the set. Enter the set here: _____.

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*)

All APLs (all of the following):
- ❖ *+1 Frost Composite Long Bow, +5 Str Bonus (Adventure; Dungeon Master's Guide)*
- ❖ *Broach of Shielding (Adventure; Dungeon Master's Guide)*
- ❖ *Crystal of Security, Lesser (Adventure; MIC; Limit 1)*
- ❖ *Large +2 Adamantine Greatsword (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Evasion (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Freedom of Movement (Adventure; Dungeon Master's Guide)*
- ❖ *Tunic of Steady Spell Casting (Adventure; MIC; 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