

membership. You are either permanently barred from joining the Family, or permanently expelled (if already a member).

[] Approval of the Watch: You have shown yourself to be an upstanding member of society and are offered membership in the Gentlemen of the Watch. You must meet the prerequisites for the level of the meta-org. Current members of this metaorg treat access to daggered (†) items as Frequency (Regional).

[] Restore Lathmir: You pledged to restore Lathmir to his Suel heritage through the use of a *miracle* or *wish*. Until then, you are required to support Lathmir though a payment of 12gp per TU. [] Lathmir's Wrath: You have broken your word to Lathmir, who then consequently spends inordinate amounts of time speaking badly of you. You suffer a -2 on all Charisma checks with gnomes. [] Disapproval of the Watch: You have demonstrated that you lack dedication to the law. If you are a member of the Gentlemen of the Watch, you are expelled. If you are a member of any other lawfully aligned meta-organizations, you are either demoted to the next lowest tier or expelled (if already there).

regardless if you meet the prerequisites. Fill in the name of the Meta-Organization you infiltrate:

[] Watch Captain's Favor: Captain Caleb appreciates your assistance in eliminating the Scarlet Brotherhood threat. He arranges for an appropriate item to be enchanted with one of the following enhancements: glamered, skillful (CA), or clouting (CA) (Limit of one, cross off when used)

[] Death on the Astral Plane: You have died on the Astral Plane. Though your body was recovered, the Church of St. Cuthbert expects you to pay for your return. Furthermore it took 8 TU to find you. The church will accept a 100GP per TU payment until the debt is paid off.

[] Approval of the Family: You have proved yourself in the eyes of The Family and are either offered membership or promotion to the next tier if currently a member. All other prerequisites for the level of the meta-org must be met. Current members of this metaorg treat access to asterisked (*) items as Frequency (Regional).

APL 6

max 900xp; 900gp

APL 8

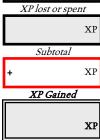
max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12 max 1,575xp; 3,300gp

ITEMS FOUND DURING THE ADVENTURE
Cross off all items NOT found
Gnome Vale Green Gemstone : A gnome calling himself
Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of
arcane magic signifying the school of transmutation; there is
also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item.
You may only possess one <i>Gnome Vale green gemstone</i>
Tou may only possess one chome vale green genisione
APL 2
Wand of <i>cure light wounds</i> (Adventure; DMG)
<i>Ring of Lockpicking</i> (Adventure; <i>Complete</i>
Adventurer)
APL 4 (all of APL 2 plus the following)
<i>†Ring of Counterspells</i> (Adventure; DMG)
+1 Ki Focus Nunchaku (Adventure; DMG)
APL 6 (all of APLs 2-4 plus the following)
*†Cloak of Resistance +2 (Adventure; DMG)
 Dusty Rose Ioun Stone (Adventure; DMG)
APL 8 (all of APLs 2-6 plus the following)
* $^{+}Cloak of Resistance +3$ (Adventure; DMG)



You may only possess one Gnome Vale green gemstone
APL 2
†Wand of <i>cure light wounds</i> (Adventure; DMG)
<i>Ring of Lockpicking</i> (Adventure; <i>Complete</i>)
Adventurer)
APL 4 (all of APL 2 plus the following)
<i>†Ring of Counterspells</i> (Adventure; DMG)
+1 Ki Focus Nunchaku (Adventure; DMG)
APL 6 (all of APLs 2-4 plus the following)
*†Cloak of Resistance +2 (Adventure; DMG)

- *v Rose Ioun Stone* (Adventure; DMG)
- l of APLs 2-6 plus the following)
- *ak of Resistance +3* (Adventure; DMG)
- * *Boots of Speed* (Adventure; DMG) •••
- **APL 10** (all of APLs 2-8 plus the following)
- ••• *+1 Wounding Nunchaku* (Adventure; DMG)
- ٠ *†Belt of Many Pockets* (Adventure; DMG)
- **APL 12** (all of APLs 2-10 plus the following)
- \Leftrightarrow *†Ring of Force Shield*(Adventure; DMG)
- ٠ Mask of Lies (Adventure; Complete Adventurer)

Lifestyle None Standard (12 gp x TU) Rich (50 gp x TU) Luxury (100 gp x TU) 	GP Starting GP
Lifestyle Cost Other Coin Spent	- GP
Total Coin Spent	<i>GP Spent</i> GP
Items Sold	Subtotal
	+ GP
	GP Gained
	GP
Total Value of Sold Items	Subtotal
Add ½ this value to your gp value	+ GP
	GP Gained
Items Bought	GP
	Subtotal
	► GP
	GP Spent
Total Cost of Bought Item	_
Subtract this value from your gp value	GP

FINAL XP TOTAL

FINAL GP TOTAL