Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM8-01 *Consequences*

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 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.

☛ **Favor of a Noble Family**: The Acre noble family provides a 10% discount to all purchases from items on this AR.

☛ **Merchant's Favor**: You gain access (Frequency: Regional) to purchase armor, shields, barding, or melee weapons (circle one item type) made from adamantine or mithral (circle one metal).

☛ **Favor of Church of Obad-Hai**: This PC gains an Influence Point with the Church of Obad-Hai; mark as USED when it is spent. Members of the Obad-Hai metaorganization advance one rank, waiving all requirements including class and costs for this year.

☛ **Favor of Knight Colonel Jabbar**: You gain access (Frequency: Regional) to one item or upgrade (circle one; not for CMI): weapon special abilities – *fiercebane* (*evil outsider*) (MIC), *impact* (MIC), *keen*; *metamagic rod, extend*; *bronze griffon figurine*; *dusky rose ioun stone*; *pink rhomboid ioun stone*; *orange prism ioun stone*; *lantern of revealing*. You may mark additional favors of Jabbar as USED to circle additional items.

☛ **Gift of Alexander**: Part of the pit fiend Alexander has become part of you. You gain DR 2/good and silver.

☛ **Band of Brothers**: You have tied your spirit to a pit fiend. You will detect as a LE outsider. You gain cold resistance 5, electricity resistance 5, and acid resistance 5.

➶ **Obad-Hai Curse**: Reroll any dice showing a 7 or 8 for healing spells cast upon you.

☛ **Blessing of Yondalla**: Reroll any dice showing a 1 or 2 for healing spells cast upon you.

☛ **Favor of the Shining Master**: You have one completely free casting of *resurrection* available to you. Mark as USED when it is spent.

☛ **Baron Cragmor Thanks**: You gain an influence point with Baron Cragmor, a Baronial Medal of Valor, and a commendation. Mark as USED when it is spent.

☛ **Bringers of Truth**: Members of Pholtus metaorganization receive an invitation to join the Bringers of Truth.

☛ ***Hell's Seventh Ring***: You possess *Hell's Seventh Ring*, and you do not want to give it up under any circumstances. You will hide it on your person. You are bound to the *Hellscepter* regardless of what happens to the *ring*.

☛ ***Hell's Fifth Ring***: You have had the ring removed and it is no longer in your possession.

☛ ***Hellbreaker*'s Release**: You gain a 25% discount to the initial purchase of *Hellbreaker* if you are bonded to it.

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 4 (all of the following):
- ❖ *Hat of Disguise* (*Adventure; Dungeon Master's Guide*)
- ❖ *Instruments of the Bards, Mac-Fuirmidh Cithern* (*Adv.; CA; Limit 1*)
- ❖ *Metamagic Rod, Substitution (Cold), Lesser* (*Adventure; MIC; Limit 1*)
- ❖ *Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APL 4 plus the following):
- ❖ *Ring of Counterspells* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *+1 Shock Composite Longbow, +5 Str Bonus* (*Adventure; DMG*)

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *Necklace of Adaptation* (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):
- ❖ *Ioun Stone, Incandescent Blue Sphere* (*Adventure; DMG; Limit 1*)

APL 14 (all of APLs 4, 6, 8, 10, 12 plus the following):
- ❖ *+1 Magebane Composite Longbow, +3 Str Bonus* (*Adventure; MIC*)

APL 16 (all of APLs 4, 6, 8, 10, 12, 14 plus the following):
- ❖ *Ioun Stone, Iridescent Spindle* (*Adventure; DMG; Limit 1*)
- ❖ *Metamagic Rod, Extend, Greater* (*Adventure; DMG; 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