Living Greyhawk

This Certificate Certifies that

_____

Played by _____
Player RPGA #

Has completed
The Free Band
A Regional Adventure set in Gran March

COST: 1 TU

PLAY NOTES: ❑ Leveled this adventure

Current Home Region: _____

592 CY ADVENTURE

LEVEL OF PLAY: *(circle one)*

APL 2 *max XP 300, 300 gp*
APL 4 *max XP 540, 500 gp*
APL 6 *max XP 780, 800 gp*
APL 8 *max XP 1,020, 1,350 gp*
APL 10 *max XP 1,260, 2,250 gp*

Other TUs Spent

TU Expenditure Notes

TUs Remaining

Cross out the game effects not gained.

Masterwork Boar Spear: A character that takes Martial Weapon Proficiency in the longspear is also proficient in the boar spear (you do not need to take a separate feat to use the boar spear if you already have a feat for the longspear). The boar spear has a reach of 10 ft., and, when a ready action is used to set this weapon against a charge, you deal double damage if you score a hit against the charging target. Additionally, because of a crossbar just below the head of the spear, the charging target is stopped 10 ft. away, foiling the charge attack unless the creature has reach of 10 ft. or greater. *Frequency:* Adventure; *Requirements:* Craft (weaponsmith) 6 ranks. *Market Price:* 325gp; *Weight:* 10 lbs; *Damage:* 1d8; *Critical:* x3; Type: Piercing.

Favor at Bartum's General Store: Having done a tremendous service to Jame Bartum's life-long friend, Marget Follinder, Jame is eternally grateful to you. This character receives a 20% lifetime discount at Bartum's General Store in Buxton's Crossing. This discount applies only to those items carried by Bartum's General Store. Items carried are those listed on Table 7-7 in the Players Handbook (not including animals, saddles, barding or like supplies) and alchemical items listed on Table 7-9 in the Player's Handbook. Items may be purchased at Bartum's General Store after any scenario set in Gran March.

Pixie Arrow of Forgetfulness: The character whose name appears on this Adventure Certificate has been affected by a pixie Arrow of Forgetfulness. The character has no memory of his or her life before being struck by the arrow. The character still retains, skills, languages, spells, and class abilities but forgets everything else until he or she is the successful recipient of a heal spell or has his or her memory restored via a *limited wish*, *wish*, or *miracle* spell.

Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp

Bought/Sold Amounts

New Starting gp

Event_____ **Date:** _____

DM: _____
Signature RPGA #

Upkeep: ❑ none; ❑ Adventurers' Standard (12 gp x TU); ❑ Rich (50 gp x TU); ❑ Luxury (100 gp x TU).

Consumable Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp; **potion:** spell lvl x caster lvl x 50 gp; **wand charge:** spell lvl x caster lvl x 15 gp; **wondrous item:** market value. **arrow or bolt:** 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS BOUGHT

Total

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1. _____
2. _____
3. _____

Consumable Items

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