Living Greyhawk

This Record Certifies that

_____

Played by_____
Player *RPGA #*

Has Completed
Glory Town
A Regional Adventure
Set in Verbobonc

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____ _____
Home Region _____

Adventure Record#

592 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

Event: _____ **Date:** _____
DM: _____
Signature *RPGA #*

APL 4
max 600 xp; 380 gp

APL 6
max 810 xp; 380 gp

APL 8
max 1,200 xp; 1,565 gp

APL 10
max 1,500 xp; 2,513 gp

Cross out effects not gained by this character.

☛This character has begun to ally with one of the factions in the Iron Wood. Only a single trust can be awarded to an individual based on actions within the adventure. Initial the appropriate Trust and cross through the other two not granted:

☛**Trust of Glory:** Shannus recognizes the above named adventurer as a trusted friend. This is an Influence Point with Shannus of the Iron Wood. Upon petition, Shannus grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Dees' section.

☛**Trust of Henk Gurmick:** Henk recognizes the above named adventurer as a trusted friend. This is an Influence Point with Henk Gurmick of the Iron Wood. Upon petition, Henk Gurmick grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Dees' section.

☛**Trust of Breyin:** Breyin the Moonlord recognizes the above named adventurer as a trust friend. This is an Influence Point with Breyin the Moondlord of the Iron Wood. Upon petition, Breyin grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Dees' section.

Characters visiting the Glory and the Fallen Timber Inn make the necessary contacts to purchase the following.

Infusions: 1st – Endure Elements (50 gp); 2nd – Delay Poison (300 gp), Lesser Restoration (300 gp); 3rd – Neutralize Poison (750 gp), Remove Disease (750 gp); as described in the Masters of the Wild.

Goggles of Following: The lenses of these goggles are tinted with shades of green and yellow. They grant the wearer a +10 competence bonus on Wilderness Lore checks made for tracking. This item is as described in Masters of the Wild.

☛The ranger templars would offer to assist any ranger or cleric who is a follower of Ehlonna in following the path of a templar.

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*

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