Living Greyhawk

This Record Certifies that

_____

Played by_____
Player *RPGA #*

Has Completed
Granite Keep
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*_____

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

Adventure Record#

592 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 300 xp; 300 gp

APL 4
max 540 xp; 600 gp

APL 6
max 900 xp; 1,000 gp

APL 8
max 1,200 xp; 1,700 gp

One character gains the Black Iron Box. Cross out this item on the other Adventure Records. For now, the characters can find no one interested in buying this strange item, so it has a 0 gp market value.

Black Iron Box: This black iron box contains an iron rod etched with unknown symbols inlaid with silver. Market Value: 0 gp; Weight 3 lb.; (Frequency: Adventure)

Book of Rockhall: The Book of Rockhall is a History of the Clan of Rockhall, chronicling year 62 through 92 CY. The text covers the last 30 years of battle with the deep evil of Granite Keep. Minions of dark shadow and fire, and deep dwelling evil races are described in epic battles. The remaining entries of the tome are dedicated to the complex magic that was placed on the granite door that locks away these foul dwellers in the beloved City of Ulthak-Not. The pages on the magic of granite doors are not complete but serve as a partial clue as to how they are opened. The tome is written in dwarven and is 18 in. wide by 30 in. tall by 18 in. thick with course paper that bears the passage of time because it is treated with *oil of timelessness*. The binding is course leather worked with symbols of the dwarven families of Granite Hall. The tome radiates magic. *Market Value*: 100 gp; *Weight*: 10 lbs. (Frequency: Adventure)

☛Characters that aid Shannus allowing him to survive the hunting pack are able to purchase a rod of silence, lesser (Tome of Blood: a Guidebook to Wizards and Sorcerers) for 5,400 gp. (Frequency: Region)

☛Characters that return both tomes to Clan Rockhall are able to purchase armor or shields with the enhancement Called (Defenders of the Faith: a Guidebook to Clerics and Paladins) for any metal armor or shield. (Frequency: Region)

☛Characters are able to purchase Alchemist Arrows (Sword & Fist: a Guidebook to the Fighter and Monk) from the merchant in Fortress Hagthar. (Frequency: Adventure)

☛**Trust of Rockhall:** Clan Rockhall recognizes the above named adventurer as trusted friend. This is an Influence Point with the Lortmil Dwarves. Upon petition, Clan Rockhall grants a service as provided in the text on the '*Wayfarer's Guide to Verbobonc* – Death and Heroic Deeds' Section.

☛**Distrust of Rockhall:** Clan Rockhall seeks the above named adventurer for crimes against the Dwarven race. This is an Infamy Point with the Lortmil Dwarves. Some penalties for infamy are outline in the Clan Rockhall text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Deeds' section. To appease the Distrust of the Lortmil Dwarves, the above named adventurer must obtain three Trust of Rockhall certificates. These Trusts must be stapled to the Distrust to remove the negative effects.

☛**Trust of Shannus:** Shannus, a Brass Dragon Disciple, accepts the responsibility to train the above named adventurer in the ways of the Dragon Disciple. This is an influence point with Shannus and can be presented for servies as provide in the text of the the 'Wayfarer's Guide to Verbobonc – Death and Heroic Deeds' section.

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