



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
GRM4-07 A Lack of Focus
A Regional Adventure
Set in Gran March



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

☛ **Military Commendation:** This commendation is given to an active-duty Gran March Military PC who helped discover the source of the undead in the Lortmils near Rock's Face.

☛ **Gratitude of the Gran March Couriers:** For discovering the murderer of a Gran March Courier, this PC has earned the gratitude of the Couriers. The PC may use this gratitude to have the cost of any Sheldomar Valley Regional or Metaregional scenario reduced by 1 TU, as the Couriers use their network to provide for expedited passage for the PC. This cannot reduce the TU cost of a scenario to less than 1 TU. Mark this gratitude as USED when it is consumed and note the AR it was used on here _____.

☛ **Favor of the Church of Pholtus:** For returning the prodigal son and helping a high-ranking clergy member, the Church of Pholtus offers you their favor. This favor may be traded in to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle the one selected): +1 or +2 or +3 weapon/armor/shield enhancement bonus, *ghost touch* weapon/armor/shield special ability, *flaming* weapon special ability, *holy* weapon special ability, *axiomatic* weapon special ability, *flaming burst* weapon special ability. Mark this favor as USED when it is consumed.

☛ Martin's Spellbook

APL 2: 1st – color spray, mage armor, shield. Market Price: 150 gp; Weight: 3 lbs.

APL 4: 1st – grease; 2nd – glitterdust, Tasha's hideous laughter. Market Price: 250 gp; Weight: 3 lbs.

APL 6: 1st – magic missile; 3rd – gaseous form, haste. Market Price: 350 gp; Weight: 3 lbs.

APL 8: 2nd – mirror image; 3rd – fireball; 4th – enervation, stoneskin. Market Price: 650 gp; Weight: 3 lbs.

APL 10: 1st – ray of enfeeblement; 4th – polymorph; 5th – feeblemind, wall of force. Market Price: 750 gp; Weight: 3 lbs.

APL 12: 2nd – touch of idiocy; 3rd – slow; 6th – chain lightning, flesh to stone. Market Price: 850 gp; Weight: 3 lbs.

☛ **Favor of Elector Zahdrian Kraznik:** Elector Kraznik has taken notice of your heroic deeds and offers you his aid in the future. This favor may be traded in to gain access (Frequency: Adventure) to purchase any one item, valued at 5,000 gp or less, on the item access list of a Gran March meta-organization. Mark this favor as USED when it is consumed. Note the item _____ and the meta-organization _____ here.

APL 2
max 450 xp; 450 gp

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

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ☛ Martin's Spellbook – APL 2 Version (Adventure, see above)
- ☛ Mithral Chain Shirt (Adventure, DMG)
- ☛ Vest of Resistance +1 (Adventure, T&B)
- ☛ Wand of Ray of Enfeeblement (1st level caster, Adventure, DMG)

APL 4 (APL 2 Items plus):

- ☛ +1 Mithral Chain Shirt (Adventure, DMG)
- ☛ Martin's Spellbook – APL 4 Version (Adventure, see above)
- ☛ Ring of Feather Falling (Adventure, DMG)
- ☛ Vest of Resistance +2 (Adventure, T&B)

APL 6 (APL 2, 4 Items plus):

- ☛ Martin's Spellbook – APL 6 Version (Adventure, see above)
- ☛ Metamagic Rod, Silent, Lesser (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ☛ +2 Mithral Chain Shirt (Adventure, DMG)
- ☛ Headband of Intellect +4 (Adventure, DMG)
- ☛ Martin's Spellbook – APL 8 Version (Adventure, see above)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ☛ +1 Bane (Human) Arrow, +1 Bane (Dwarf) Arrow, +1 Bane (Elf) Arrow (Adventure, DMG)
- ☛ +1 Shocking Composite Longbow (+2 Str bonus) (Adventure, DMG)
- ☛ +3 Mithral Chain Shirt (Adventure, DMG)
- ☛ Amulet of Health +4 (Adventure, DMG)
- ☛ Cloak of Resistance +2 (Adventure, DMG)
- ☛ Gloves of Dexterity +4 (Adventure, DMG)
- ☛ Martin's Spellbook – APL 10 Version (Adventure, see above)
- ☛ Potion of Inflict Serious Wounds (Adventure, DMG)
- ☛ Vest of Resistance +3 (Adventure, T&B)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ☛ +1 Shocking Composite Shortbow (+1 Str bonus) (Adventure, DMG)
- ☛ +1 Shocking Short Sword (Adventure, DMG)
- ☛ +2 Shocking Composite Longbow (+4 Str bonus) (Adventure, DMG)
- ☛ +3 Shadow Mithral Chain Shirt (Adventure, DMG)
- ☛ Belt of Giant Strength +4 (Adventure, DMG)
- ☛ Boots of Striding and Springing (Adventure, DMG)
- ☛ Headband of Intellect +6 (Adventure, DMG)
- ☛ Martin's Spellbook – APL 12 Version (Adventure, see above)
- ☛ Metamagic Rod, Empower, Lesser (Adventure, DMG)
- ☛ Periapt of Wisdom +4 (Adventure, DMG)

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

GP

FINAL GP TOTAL

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL