



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
GRM4-05 Operation Black Knight
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 # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Cross out any game effects this character does not gain.

Amulet of True Strike: This amulet is a silver disk with a blue topaz crystal in the center of it. By pressing the stone, the amulet can be used once per day. It is activated by the touch and grants the user the effects of the true strike spell.

Minor divination; CL 3⁺; Craft Wondrous Item, true strike; Price: 600 gp; Weight: - lbs.

Eternal Gratitude of the Commandant: In addition to the monetary rewards from this adventure, you receive one, and only one, of the following benefits (strike through the options not taken):

- Promotion: You can be promoted to your next rank, subject to the following restrictions: You must be a soldier on active duty, a veteran, or a Sylroch reservist. You must have served time-in-grade. Please review the Gran March Military document to determine your eligibility. If you have received the Fast Track to Promotion from another scenario, you can use it to make this requirement. The normally required number of commendations is not required for this promotion provided that you meet the two qualifications above. You cannot be commissioned into the Officers Corps with this AR. Lieutenants, however, can be promoted to Captain, and Captains will be knighted in the order of the Knights of the March in lieu of promotion as a stepping stone to promotion to Knight Colonel. Along with knighting the PC, the Commandant uses his influence among the Barons to secure one parcel for the PC to own. See the Gran March Military General Organization document for details. Newly promoted PCs can also change their duty assignment as noted above, but only to a field Battle or to the HQ unit of an Army. If you did not receive this promotion, strike through these sections. Otherwise, note the change of rank and duty assignment in the Play Notes section of this AR.
- Fast Track to Promotion: If you are otherwise unable to be promoted, your time-in-grade is cut in half for your next promotion. Furthermore, veterans and Sylroch reservists will be treated as active-duty for their next promotion opportunity and have the time-in-grade requirements cut in half. The effects of multiple Fast Track benefits are not cumulative; you cannot quarter your time-in-grade requirements.
- Free Change in Duty Assignment: You may change your Battle assignment (such as into the 1st Battle), but not into an elite unit such as the Pathfinders.
- Early Retirement from the Gran March Military: If you are a member of the Gran March military, you have the option of being released from your service commitment as a full citizen. You will have the rights and responsibilities of a veteran and citizen of Gran March.
- Commandant's Fiat: If you are a non-citizen or legal resident who is not a veteran or citizen of Gran March, the Commandant exercises his right to grant you citizenship in Gran March. You will have the rights and responsibilities of a veteran and citizen of Gran March.

Gratitude of the Commandant: If you were involved in defending the Commandant during the assassination attempt, either by directly saving the life of the Commandant or by defeating those who breached the security of the Commandant's residence, the Commandant will grant you two of the following (strike through any benefits not gained):

- Access to one divine spell from the LGCS Limited list having the Good or Law descriptors.
- Access to one Evocation spell from the LGCS Limited list.
- Access to one item or enhancement from any of the Military item access lists.
- Contact with a major leader of your faith on your behalf provided that your faith is either a Standard Church or Accepted Faith in Gran March (even if said leader does not reside in Gran March; the Commandant has contacts throughout the Flanaess) with a request that you be granted an extended, peaceful meeting with one of your deity's extraplanar representatives. This meeting will be granted, will require 1 extra TU, but fulfills the special requirement for the Contemplative prestige class (CD).
- Contact with a major leader of your faith on your behalf that your faith is either a Standard Church or Accepted Faith in Gran March (even if said leader does not reside in Gran March; the Commandant has contacts throughout the Flanaess) with a request that you be granted special sanction to fight outsiders. This sanction will be granted and fulfills the special requirement for the Sacred Exorcist prestige class (CD).
- Favor of the Commandant: If you were involved in any way in saving the life of the Commandant, you will receive one Influence Point from the Commandant. This can be used in the military, the major churches, Knights of the Watch, and Sylroch for accessing benefits or for joining the Knights as per their documents.
- Contact with Liken Dolor: You have made contact with the arms trader Liken Dolor. He is eager to circulate the design for his new weapon. He is offering heroes the opportunity to purchase a quick loading crossbow (AC-EG) when they are in the region (access to this item with Frequency: Regional).
- Demerit: For being out after curfew and giving trouble to authorities responsible for enforcing the curfew, you are assessed one demerit.
- Military Commendation: For preventing the escape of the assassins during the attempted murder of Commandant Magnus Vrianian, you are awarded a Commendation for your effort and heroism.
- Commandant's Shield: For preventing the assassination of Magnus Vrianian, you are awarded the Commandant's Shield, an award for special valor, heroism, and recognition of your valiant deed. This award counts as three commendations for purposes of promotion.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- Amulet of True Strike (Adventure, see above)
- Ring of Protection +2 (Adventure, DMG)

APL 4 (APL 2 items plus):

- +1 Adamantine Chainmail (Adventure, DMG)
- +1 Mithral Chainmail (Adventure, DMG)
- Dagger of Venom (Adventure, DMG)
- Mithral Chain Shirt (Adventure, DMG)

APL 6 (APL 2, 4 items plus):

- +1 Mithral Breastplate (Adventure, DMG)
- +2 Mithral Chain Shirt (Adventure, DMG)
- Amulet of Natural Armor +4 (Adventure, DMG)
- Cloak of Resistance +2 (Adventure, DMG)
- Gloves of Dexterity +4 (Adventure, DMG)
- Ring of Mind Shielding (Adventure, DMG)

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

- +1 Cold Iron Speed Bastard Sword (Adventure, DMG)
- +1 Keen Wounding Battleaxe (Adventure, DMG)
- +2 Bane (Human) Speed Heavy Flail (Adventure, DMG)
- +2 Mithral Moderate Fortification Chainmail (Adventure, DMG)
- +3 Moderate Fortification Chainmail (Adventure, DMG)
- Amulet of Health +4 (Adventure, DMG)
- Amulet of Natural Armor +3 (Adventure, DMG)
- Assassin's Dagger (Adventure, DMG)
- Belt of Giant Strength +4 (Adventure, DMG)
- Cloak of Resistance +3 (Adventure, DMG)
- Headband of Intellect +4 (Adventure, DMG)
- Mantle of Spell Resistance (Adventure, DMG)
- Periapt of Wisdom +4 (Adventure, DMG)
- Ring of Protection +3 (Adventure, DMG)

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

- +2 Keen Flaming Greataxe (Adventure, DMG)
- Boots of Elvenkind (Adventure, DMG)
- Cloak of Resistance +4 (Adventure, DMG)
- Elven Chain (Adventure, DMG)
- Ring of Protection +5 (Adventure, DMG)

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

- +2 Keen Flaming Bane (Human) Greataxe (Adventure, DMG)
- +3 Mithral Heavy Fortification Chain Shirt (Adventure, DMG)
- Cloak of Resistance +5 (Adventure, DMG)
- Ring of Spell Storing (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

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 OF 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