



## This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA # \_\_\_\_\_

**Has Completed**  
**GRM4-06 Harvest Time**  
**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

**APL 14**

max 1,800 xp; 6,600 gp

**APL 16**

max 2,025 xp; 9,900 gp

**APL 18**

max 2,250 xp; 17,000 gp

Cross out any game effects this character does not gain.

• **Eternal Gratitude of the Commandant:** For directly saving the life of the Commandant (success at APLs 14 to 18), 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 Syroloch 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 Syroloch 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 1<sup>st</sup> 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.

• **Ring of Release:** This silver ring allows the wearer to act as if under the effect of a *freedom of movement* spell, once a day, if attacked by any magic that restricts movement. Once activated, the wearer can move and attack normally for 70 minutes. The ring must be worn for 24 hours before the wearer gains the benefit of the ring. Going underwater does not activate the ring; it only activates when the wearer is attacked as noted above.

Moderate abjuration; CL: 7<sup>th</sup>; Prerequisites: Forge Ring, *freedom of movement*; Market Price: 8,000 gp; Weight: 0 lbs.

• **Gratitude of the Commandant:** For directly saving the life of the Commandant or by defeating those who would breach the security of the Commandant's residence (success at APLs 14 to 18 or 8 to 12 respectively), this PC receives two of the following benefits from the Commandant (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:** For involvement in activities that saved the life of the Commandant in any way (success at any APL), this PC receives one Influence Point with the Commandant. This can be used in the Military, Major Church, Knight of the Watch, and Syroloch meta-organizations for accessing benefits or for joining the Knights as per their documentation.

• **Death Mark with the Corporation:** This is given to any PC that is a member of The Corporation that provided testimony to the Commandant and Special Constable Ferrule Garde revealing secrets of the Corporation. This includes any use of CorporateSpeak in public. This PC has been given a Death Mark because of the seriousness of the infraction. Players whose PCs receive a Death Mark must always present a copy of the Corporation Members document to the table anytime these PCs are played so that judges can effectively administer the Death Mark.

• **Criminal:** This PC did not answer the summons of the Commandant or was discovered to have provided false testimony to the Commandant or was caught smuggling in dangerous items into the Commandant's chambers. The PC is charged with contempt of the Commandant and will be immediately sent to the Work Battalions for 52 TUs. Record this added TU cost below. If the result is a negative number of TU remaining, you must charge this remaining amount to next year's TUs.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- Mithral Chain Shirt (Adventure, DMG)

APL 4 (APL 2 Items plus):

- Dust of Tracelessness (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- Cloak of Resistance +2 (Adventure, DMG)

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

- +1 Keen Light Crossbow (Adventure, DMG)
- +1 Keen Rapier (Adventure, DMG)
- +1 Mithral Buckler (Adventure, DMG)
- Amulet of Natural Armor +2 (Adventure, DMG)
- Ring of Feather Falling (Adventure, DMG)
- Ring of Protection +2 (Adventure, DMG)

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

- Assassin's Dagger (Adventure, DMG)
- Bracers of Archery, Lesser (Adventure, DMG)
- Ioun Stone - Pink Rhomboid (Adventure, DMG)
- Quiver of Ehlonna (Adventure, DMG)
- Vest of Resistance +2 (Adventure, T&B)

APL 12 & 14 (APL 2, 4, 6, 8, 10 Items plus):

- +1 Keen Bane (Human) Light Crossbow (Adventure, DMG)
- Belt of Giant Strength +4 (Adventure, DMG)
- Cape of the Mountebank (Adventure, DMG)
- Cloak of Charisma +4 (Adventure, DMG)

APL 16 (APL 2, 4, 6, 8, 10, 12, 14 Items plus):

- Amulet of Health +4 (Adventure, DMG)
- Boots of Elvenkind (Adventure, DMG)
- Bracers of Armor +4 (Adventure, DMG)
- Gloves of Dexterity +4 (Adventure, DMG)
- Ring of Protection +3 (Adventure, DMG)
- Ring of Release (Adventure, see above)
- Vest of Resistance +3 (Adventure, T&B)
- Wand of Wall of Ice (7<sup>th</sup> level caster, Adventure, DMG)

APL 18 (APL 2, 4, 6, 8, 10, 12, 14, 16 Items plus):

- +1 Unholy / +1 Bane (Human, Elf) Quarterstaff (Adventure, DMG)
- +3 Mithral Full Plate (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

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