



## This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

### Has Completed

GRM4-08 Getting the Point in the End  
A Regional Adventure  
Set in Gran March



### Play Notes:

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

Adventure Record#

594 CY

ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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.

#### ☛ Favor of the Bengan Elector:

For eliminating the threat of The Master, the Bengan Elector is in your debt. This favor can be redeemed for one Influence Point with the Church of Heironeous in Gran March. Other uses may be made available in the future. Contact the Gran March Triad for details. Mark this favor as USED when consumed.

#### ☛ Mark of the Spear of Deren Plowson:

This PC who wielded the spear received a mark of a large blood red spear running the length of their primary arm and out the back of their hand. The mark confers a +3 circumstance bonus to all Cha-based skill checks with goblinoid and orcs. However, the PC receives a -2 circumstance penalty to all Cha-based skill checks with dwarves. Both the bonus and the penalty only apply with those who can see or are aware of the mark. The mark can only be removed by a wish or miracle spell.

#### ☛ The Master's Spellbook I:

1<sup>st</sup> – chill touch, expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp, true strike; 2<sup>nd</sup> – Melf's acid arrow, darkness, ghoul touch, invisibility, see invisibility, spectral hand, false life; 3<sup>rd</sup> – blind, dispel magic, fireball, haste, heroism, nondetection, slow; 4<sup>th</sup> – Evard's black tentacles, lesser globe of invulnerability.

Market Price: 2,550 gp; Weight: 3 lb.

#### ☛ The Master's Spellbook II:

4<sup>th</sup> – animate dead, contagion, dimension door, fear, fire shield, scrying, wall of ice; 5<sup>th</sup> – cone of cold, feeblemind, magic jar, summon monster V, symbol of pain.

Market Price: 2,650 gp; Weight: 3 lb.

#### ☛ The Master's Spellbook III:

6<sup>th</sup> – circle of death, create undead, Tenser's transformation, disintegrate; 7<sup>th</sup> – control undead, Mordenkainen's sword, waves of exhaustion.

Market Price: 2,250 gp; Weight: 3 lb.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ +1 Mithral Buckler (Adventure, DMG)
- ❖ Circlet of Persuasion (Adventure, DMG)
- ❖ Darkwood Longspear (Adventure, DMG)
- ❖ Dust of Tracelessness (Adventure, DMG)
- ❖ Pearl of Power, 1<sup>st</sup> level (Adventure, DMG)
- ❖ The Master's Spellbook I (Adventure, see above)
- ❖ Wand of Magic Missile (5<sup>th</sup> level caster, Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ Headband of Intellect +4 (Adventure, DMG)
- ❖ Metamagic Rod, Maximize, Lesser (Adventure, DMG)
- ❖ Mithral Chain Shirt (Adventure, DMG)
- ❖ The Master's Spellbook II (Adventure, see above)

APL 10 (APL 6, 8 Items plus):

- ❖ +2 Mithral Chain Shirt (Adventure, DMG)
- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Cloak of Charisma +4 (Adventure, DMG)
- ❖ Mithral Breastplate (Adventure, DMG)
- ❖ Necklace of Fireballs, Type II (Adventure, DMG)
- ❖ The Master's Spellbook III (Adventure, see above)

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

- ❖ +1 Adamantine Greataxe (Adventure, DMG)
- ❖ +2 Mithral Breastplate (Adventure, DMG)
- ❖ +2 Mithral Buckler (Adventure, DMG)
- ❖ Adamantine Arrow (Adventure, DMG)
- ❖ Boots of Speed (Adventure, DMG)
- ❖ Dust of Disappearance (Adventure, DMG)
- ❖ Elemental Gem, Earth (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