



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
Rustling in the Reeds
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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____ RPGA # _____

Signature

RPGA #

APL 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

Commendation with the Military: This commendation is given to active-duty (or reactivated) Gran March military PCs who succeeded in Captain Nicolli Jinx's special mission while in the Rushmoors.

Favor of Captain Nicolli Jinx: For helping the Captain in the service he has asked, the PC receives this favor. This favor can be used a single time as a substitute for an Influence point with the Gran March military or the Church of Heironeous. In addition, there may be future scenarios in which Captain Jinx appears where other uses of the favor may be given. A favor of the Captain may be used after any Gran March regional adventure to gain access to purchase an upgrade of any single weapon to +2 enhancement bonus, or with any one of these special abilities: keen, merciful, mighty cleaving, or thundering. Also, two of these favors may be combined to gain access to purchase an upgrade of any single weapon to +3 enhancement bonus, or with any one of the following special abilities: axiomatic or holy. Once this favor is used for any reason, mark it as such so it cannot be used again.

Favor of Kruger Amden: For agreeing to help his work gang and protect the encampment, the PC receives a favor with Kruger Amden. This allows the PC a one-time opportunity to purchase one item from the following list immediately after playing any Gran March regional: amulet of natural armor +2, boots of striding and springing, druid's vestment, or perapt of wisdom +2. This favor will expire 1 year after the date on this AR. Once this favor is used for any reason, mark it as such so it cannot be used again.

Favor of Tom Gort: Tom Gort, the blacksmith of Willow's Bend, gives the PC this favor if they return his son to the military alive. This favor can be exchanged after any Gran March regional adventure for the services of Tom Gort. Tom Gort can get the PC any masterwork weapon or suit of armor made of mithral or adamantite for cost but requires 1 TU of travel time to pick it up in the Lortmils. Likewise, this favor can be exchanged to instead gain access to purchase an upgrade to a suit of armor or shield with one of the following: acid, cold, electricity, fire, sonic resistance, or moderate fortification. The upgrade also requires a 1 TU cost since Tom cannot do it himself. Once this favor is used for any reason, mark it as such so it cannot be used again.

Boon of Krag: In exchange for aiding Krag with Captain Jinx, and thus using a favor with the Captain, Krag offers to make any of the following potions for the PC to purchase after any Gran March regional adventure: potions of barkskin +1 through +4, potion of water breathing, potion of neutralize poison, or potions of greater magic fang +1 through +3. In addition, there may be future scenarios in which Krag appears where other uses of the favor may be given.

Recognition from the Commandant: For preventing an attempt to discredit Gran March in the eyes of Keoland and worsen ties, the PC gains recognition with the Commandant. This recognition can be used as 2 influence points with the Gran March military, or as a recommendation to an organization that would accept the Commandant's endorsement.

Special Interest of Elector Arturo Gilbreth: This PC has earned the notice of Elector Arturo Gilbreth as a potential husband for his only daughter. The elector will keep an eye on the career of this PC as his daughter comes of age.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

- APL 2: Wand of Summon Monster I (Adventure, 1st level caster, DMG)
Wand of Magic Missile (Adventure, 1st level caster, DMG)
Wand of Inflict Light Wounds (Adventure, 1st level caster, DMG)

- APL 4 (APL 2 Items plus): Wand of Magic Missile (Adventure, 3rd level caster, DMG)
Wand of Inflict Light Wounds (Adventure, 3rd level caster, DMG)

- APL 6 (APL 2, 4 Items plus): Wand of Magic Missile (Adventure, 5th level caster, DMG)
Wand of Inflict Light Wounds (Adventure, 5th level caster, DMG)

- APL 8 (APL 2, 4, 6 Items plus): +2 Spear (Adventure, DMG)
+1 Dragonhide Banded Mail (Adventure, DMG)
Potion of Barkskin +3 (Adventure, DMG)
Potion of Barkskin +4 (Adventure, DMG)
Potion of Neutralize Poison (Adventure, DMG)
Potion of Water Breathing (Adventure, DMG)
Rope of Climbing (Adventure, DMG)

- APL 10 (APL 2, 4, 6, 8 Items plus): Ring of Protection +2 (Adventure, DMG)
Wand of Summon Monster II (Adventure, 3rd level caster, DMG)
Cloak of Resistance +3 (Adventure, DMG)

- APL 12 (APL 2, 4, 6, 8, 10 Items plus): Cloak of Resistance +4 (Adventure, DMG)
Wand of Summon Monster III (Adventure, 5th level caster, DMG)

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

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Rustling in the Reeds

A Regional Adventure Set in Gran March
And Been Cursed!!

Play Notes:

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



Adventure Record#

593 CY
ADVENTURE

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

➤ **Mark of the Eye Curse:** Something or someone has cursed this PC. The physical appearance of the curse is a blistered, black cirlet around the left eye. The victim radiates magic (strong transmutation and strong divination) but not evil.

The curse has three major drawbacks that the PC must suffer. First, the victim suffers a -1 circumstance penalty to all Intelligence-based skill and ability checks as the curse causes the PC difficulty in clear thought. Second, the victim is more susceptible to Vecna's will. All attack, damage, ability, skill, and saving throw rolls involving a follower of Vecna are at a -2 circumstance penalty. Finally, once per adventure, the victim is inflicted by an intense headache that has the same effects as spell *touch of madness* (Will save DC 17). If the victim fails their save, they are dazed for 17 rounds. This always occurs at the beginning of a combat of the DMs choosing. [Note that *spell immunity* and other such spells will not prevent this effect.]

With some irony, the curse also imbues the PC with spell ability. This ability functions as the *imbue with spell ability* spell except that the spells available for the victim are random as per the following charts and the spells are good for the adventure for which they were rolled. The spell level is that of a 17th level caster. At the beginning of each adventure (in front of the DM), the spells are determined and can be used once during that adventure. If any spell is used, it should be noted on the AR that this ability of the curse was used.

Level 1 spells (roll 1d6)

Roll	Spell
1	cure light wounds
2	remove fear
3	detect magic (extended)
4	endure elements
5	detect secret doors
6	entropic shield

Level 2 spells (roll 1d6)

Roll	Spell
1	find traps
2	delay poison
3	resist energy
4	remove paralysis
5	undetectable alignment
6	cure moderate wounds

There are specific ways to remove this curse. *Dispel magic* will not remove the curse. However, it will suppress the effects of the imbue benefit and headache for 1d4 rounds if successful. *Break enchantment* will remove the curse with a DC 28 check. *Greater dispel magic* can remove the curse with a dispel check against caster level 17. *Limited wish* (duplicating *greater dispel magic*), *miracle*, or *wish* will remove the curse. A *remove curse* cast by a 17th level or higher caster will also remove the curse. It should be noted on the AR if the curse is removed and who did the removing.

Touch of Madness As Presented In *Defenders of the Faith*

[Enchantment (Mind-Affecting); Level: Madness 2; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes]

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

TU

Starting TU

0 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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

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

Items Sold

Items Sold table with columns for item name, quantity, and value.

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table with columns for item name, quantity, and value.

Total Cost of Bought Items

Subtract this value from your gp value