



This Record Certifies that

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

Has Completed  
Enemy Within  
A Regional Adventure  
Set in Verbobonc

Play Notes:

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

Adventure Record#

**592 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

**APL 2**

max 300 xp; 300 gp

**APL 4**

max 600 xp; 400gp

**APL 6**

max 900 xp; 600 gp

**APL 8**

max 1,200 xp; 1,200 gp

**Sacred Scabbard:** This item has a varying appearance. When first found, there is a 25% chance it appears as a dagger sheath, a 25% chance it appears as an axe case, and a 50% chance it appears as some sort of sword sheath. A user quickly discovers, however, that a sacred scabbard can change shape to fit whatever dagger, sword, or axe is touched to it, even making allowances for double weapons. These scabbards keep any weapon carried in them clean and sharp. In addition, up to three times per day, the user may place a weapon in the scabbard, utter a command word, and invoke *bless weapon* on the weapon inside.

Caster Level: 4<sup>th</sup>; *Prerequisites:* Create Wondrous Items, *bless weapon*; Market Price: 6,400 gp; Weight 1 lb. (Frequency: Adventure); Requirements: Knowledge [religion] 4 ranks, as prerequisites).

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

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**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