



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Armor Class
A Regional Adventure
Set in Verbobonc

Play Notes:

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

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

APL 2
max 420 xp; 400 gp

APL 4
max 675 xp; 571 gp

APL 6
max 900 xp; 743 gp

APL 8
max 1,125 xp; 1,003 gp

APL 10
max 1,350 xp; 1,627 gp

APL 12
max 1,575 xp; 2,093 gp

The bard **Mertius Soldragon** is particularly pleased at having his Academy freed from the haunting and returned to him. In gratitude, he offers to allow the adventures purchase one of the following musical instruments from his personal collection (each item is only available to a single character at the table with frequency of adventure):

Harp of the Maestro: This pinnacle of instruments design functions best in the hands of a musician with at least 10 ranks in Perform. Such a performer can simply by strumming the harp, generate the following effects once per day each: joyful noise and crescendo. In addition, the Harp of the Maestro grants its owner a +4 enchantment bonus on Perform checks made while using it.

Caster Level: 5th. Prerequisites: Craft Wondrous Item, crescendo, joyful noise, Market Price: 4,450 gp, Weight: 3 lbs.

Lyre of Restful Sleep: This finely crafted lyre functions best in the hands of a musician with at least 10 ranks in Perform. Such a performer can simply by strumming the lyre, generate the following effects once per day each: healthful slumber and lullaby. In addition, the Lyre of Restful Sleep grants its owner a +4 enchantment bonus on Perform checks made while using it.

Caster Level: 7th. Prerequisites: Craft Wondrous Item, healthful slumber, joyful noise, Market Price: 8,000 gp, Weight: 3 lbs.

Horn of Courage: This finely crafted horn functions best in the hands of a musician with at least 10 ranks in Perform. Such a performer can simply by blowing the horn, generate the following effects once per day each: emotion and fortissimo. In addition, the horn of courage grants its owner a +4 enchantment bonus on Perform checks made while using it.

Caster Level: 7th. Prerequisites: Craft Wondrous Item, emotion, fortissimo, Market Price: 8,900 gp, Weight: 3 lbs.

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

APL 2

- ❖ Harp of the Maestro (Frequency: Adventure; see above)
- ❖ Horn of Courage (Frequency: Adventure; see above)
- ❖ Lyre of Restful Sleep (Frequency: Adventure; see above)
- ❖ Potion of Cure Serious Wounds (Frequency: Adventure; 5th lvl caster; DMG)

APL 4 (all of APL2 plus the following)

- ❖ None

APL 6 (all of APLs 2-4 plus the following)

- ❖ None

APL 8 (all of APLs 2-6 plus the following)

- ❖ +2 Breastplate (Frequency: Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ Brooch of Shielding (Frequency: Adventure; DMG)
- ❖ Cloak of Resistance +2 (Frequency: Adventure; DMG)
- ❖ Potion of Heroism (Frequency: Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ +1 Keen Bastard Sword (Frequency: 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