



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Ver4-07 Reunification

A Regional Adventure

Set in Verbobonc

Play Notes:

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

Home Region



Adventure Record#

594 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

Event: Date:

DM: Signature RPGA #

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

Sword of the Black Griffin: This +1 vicious adamantite longsword has a black onyx hilt carved to resemble a griffin rampant. It has the additional ability to exchange extra damage from the vicious ability for a surer strike. For each d6 of extra damage (max. 2d6.) the wielder willingly forgoes before rolling an attack, he gains a +2 comp. The wielder still takes the damage from the viscous ability even if he reduces the extra damage to zero. Cannot be crafted, Market Price: 15,315 gp; frequency: Adventure.

Saddle of Ease: This saddle resizes to fit any mount. When activated, the mount is able to carry double the normal load. It may be activated once per day, for two hours. Faint transmutation; CL 3rd; Req: Craft Wondrous Item, bull's strength; Market Price: 2,000 gp; Frequency: Adventure.

Favor of the Gnomes of the Free Assembly of the Kron Hills: For returning the sword of the black griffin, the gnomes will arrange for you to have access to their potions. Choose one potion or oil from Table 7-17 in the DMG. You have Reg. access to that potion. Fill in the potion name here:

One permanent Influence Point with Viscount Langard: if the characters successfully negotiated an end to the gnomish rebellion.

Meta-org Access: Viscount Langard speaks well of your efforts and suggests you would do well in a particular organization. You may immediately enter any Verbobonc meta-org at any level, or advance to any higher level in a Verbobonc meta-org of which you are already a member. You must meet all requirements for the meta-org, save for the time delay normally required to advance levels in the meta-org.

Favor of Lord Milinoux: For returning the sword of the black griffin to him, Lord Milinoux will arrange for a weapon upgrade. You may upgrade one weapon with the bane (giant), bane (gnome), or flaming enhancement. You must pay the difference in cost (characters who are members of the Milinoux House Guard when playing this scenario may pay only half this difference).

Favor of Viscount Langard: For returning the sword of the black griffin to him, Viscount Langard will arrange for an armor upgrade. You may upgrade one suit of armor or shield with the moderate fortification, ghost touch, or any energy resistance enhancement. You must pay the difference in cost (characters who are members of the Knights of the Faithful Defender or Mounted Borderers when playing this scenario may pay only half this difference).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 10

- Sword of the Black Griffin (Freq: Adv; see above)
Saddle of Ease (Freq: Adv; see above)
+1 Flaming Lance (Freq: Adv; DMG)
+1 Light Fortification Full Plate (Freq: Adv; DMG)
Rod of Extension (Freq: Adv; DMG)
Scroll of Alter Self (Freq: Adv; Caster 3rd; DMG)
Potion of Resist Energy [Cold] (Freq: Adv; Caster lvl 7th; DMG)
Jakob Tillasin's Spellbook I/II (Freq: Adv; see App. 6)

APL 12 (all of APL 10 plus the following)

- Headband of Intellect +4 (Freq: Adv; DMG)
Periapt of Wisdom +4 (Freq: Adv; DMG)
Jakob Tallasin's Spellbook III (Freq: Adv; see App. 6)

APL 14 (all of APLs 10-12 plus the following)

- Oil of Greater Magic Weapon (Freq: Adv; Caster lvl 12th; DMG)
+1 Adamantine Longsword (Freq: Adv; DMG)
Headband of Intellect +6 (Freq: Adv; DMG)
Periapt of Wisdom +6 (Freq: Adv; DMG)
Cloak of Resistance +2 (Freq: Adv; DMG)
Jakob Tallasin's Spellbook IV (Freq: Adv; see App. 6)

APL 16 (all of APLs 10-14 plus the following)

- Ring of Protection +3 (Freq: Adv; DMG)
Jakob Tallasin's Spellbook V (Freq: Adv; see App. 6)

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

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