



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER4-09 Wicked Three

A Regional Adventure

Set in the Verbobonc Region

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)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

[ ] Any character who was particularly flirty with Elespeth... [ ] Nymph's Kiss [Exalted] (from the Book of Exalted Deeds) By maintaining an intimate relationship with a good-aligned fey... Benefits: Fey creatures regard you as though you were fey... Special: This is an Exalted feat; if you commit an evil act, you loses the effects of this feat until an atonement is performed.

[ ] Characters who are members of a Gnarley Rangers or Gnarley Druids meta-org while playing this scenario have the first items listed under each APL, below, changed to frequency: Regional, due to contacts they have made with the Gnarley Fey.

[ ] Characters who are members of the Church of St. Cuthbert meta-org while playing this scenario have the second items listed under each APL, below, changed to frequency: Regional, due to contacts they have made with Bishop Haufren.

[ ] For exposing evil operatives within the church of St. Cuthbert, this character qualifies for access to the Church Inquisitor prestige class. This AR grants access to that class, as long as the character worships St. Cuthbert

[ ] This character gains an Influence Point with the Viscount (which can be substituted for any other Influence Point in Verbobonc).

TU Starting TU

Starting TU

1 OF 2 TU TU Cost

TU Cost

- TU Added TU Costs

Added TU Costs

TU REMAINING

TU REMAINING

XP Starting XP

Starting XP

- XP XP lost or spent

XP lost or spent

XP Subtotal

Subtotal

+ XP XP Gained

XP Gained

XP FINAL XP TOTAL

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Sleep arrow (Freq: Adv, DMG)
\*\*Wand of cure light wounds (CL 1st, Freq: Adv, DMG)
Elixir of swimming (Freq: Adv, DMG)
Bag of tricks, rust (Freq: Adv, DMG)
Robe of bones (Freq: Adv, DMG)

APL 4 (as APL 2 plus the following)

- Cloak of elvenkind (Freq: Adv, DMG)
\*\*Phylactery of faithfulness (Freq: Adv, DMG)
Hat of disguise (Freq: Adv, DMG)
Ioun stone, dusty rose prism (Freq: Adv, DMG)
Vest of escape (Freq: Adv, DMG)

APL 6 (as APL 2-4 plus the following)

- Boots of speed (Freq: Adv, DMG)
\*\*Pearl of power, 2nd level (Freq: Adv, DMG)
Ring of swimming (Freq: Adv, DMG)
Robe of useful items [contains one of each special patch, but no scroll] (Freq: Adv, DMG)

APL 8 (as APL 2-6 plus the following)

- Armor of the unending hunt (Freq: Adv, CW)
\*\*Phylactery of undead turning (Freq: Adv, DMG)
Glove of storing (Freq: Adv, DMG)
Oathbow (Freq: Adv, DMG)
Bag of tricks, tan (Freq: Adv, 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 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

Starting GP

- GP GP Spent

GP Spent

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

- GP GP Spent

GP Spent

GP FINAL GP TOTAL

FINAL GP TOTAL