



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed

VER6-01 *The Discontent of our Winter*
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#

596 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

Estival's Favor: Having come into his inheritance, Lord Welborn Estival is able to reward you for your efforts. Each time you complete a Verbobonc regional adventure, you may check off one (and only one) of the boxes below, to receive additional gold equal to the amount circled in the **Level of Play** section (1,000 gp max per instance). Contact the Verbobonc Triad after all five boxes are checked:

Actions that causes disfavor in Estival's eyes immediately revoke this reward and may have other repercussions.

Mounted Borderers: For undertaking an assignment given by your superiors in the Mounted Borderers, they provide you access to their supply of items. You may spend 1 TU after any Verbobonc regional adventure (or 2 TU otherwise) to travel to a Borderer command post, when they allow you to purchase the following items:

- Weapons: Enhancement (*keen, merciful*, upgrade weapon by +1)
- Armor/Barding/Bracers: +1 large leather barding, enhancement (*easy traveling (HB)*, upgrade by +1)
- Potions and Oils: *potion of heathful rest (SC, 50 gp)*, *oil of iron silence (SC, 300 gp)*

Estival's Gratitude: Lord Estival is grateful for your help in investigating the missing caravan. You receive five (5) influence points with Lord Estival. In addition to the uses for influence in Verbobonc, you may redeem one of these influence points per Verbobonc regional adventure for one of the following:

- Free Adventure Lifestyle [Luxury]
 - Change the Frequency of any one item to Frequency (Any).
- No more than one (1) influence point per adventure may be used. This reward may have other uses in the future.

The Family: For undertaking an assignment given by your superiors in The Family, they provide you access to their supply of items. You may spend 1 TU after any Verbobonc regional adventure (2 TU otherwise) to travel to a Family safe house, where they allow you to purchase the following items.

- Weapon enhancement: *hideaway (RW)*
- Armor/Bracers: *silent moves*, upgrade by +1
- Potion: *potion of accelerated movement (SC, 50 gp)*
- Wondrous Items: *elixir of hiding, elixir of sneaking, papyrus of deception (CA)*

TU

Starting TU

1 OR 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

- ❖ +1 *Vest of Resistance* (Adventure; Complete Arcane)
- ❖ *Ring of Sustenance* (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ +1 *merciful light mace* (Adventure; DMG)

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

- ❖ +1 *keen falchion* (Adventure; DMG)
- ❖ +2 *Vest of Resistance* (Adventure; Complete Arcane)

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