



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER6-02 Delve the Wizard's Dungeon
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: RPGA #

Signature

RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

[] Influence Point with House Langmuir for returning Adan Langmuir's body.

Gnomish Spectacles: These spectacles are all that remains of a gnome scholar. Although the exact nature of the calamity that drove the gnome's soul into his or her spectacles is unclear, the gnome spirit within the spectacles empathically communicates with its wearer.

These spectacles act as goggles of minute seeing, and can be worn by any Small or Medium sized creature (although they look small upon Medium PCs); AL see below; Int 12, Wis 10, Cha 12; empathy; 30 ft. low-light vision and hearing; Ego score 3.

Powers: none initially, although after any Verbobonc regional adventure this PC may pay 4,000 gp to awaken the spirit's storehouse of knowledge. The Gnomish Spectacles gain 10 ranks in the Knowledge skill identified below, but can only communicate successful results through empathy unless it can speak. (Cont. on next page)

(cont) This also adds 1 point to the Ego of the spectacles. Future adventures in the Skyroad Series may make other powers available.

Faint divination; CL 15th; cannot be crafted; Price 2,250 gp.

A PC may only possess one pair of Gnomish Spectacles (frequency: regional). Although several of these spectacles were found, this PC may only purchase one; once the PC has selected a pair of spectacles (or a pair of spectacles has selected the PC!), the others refuse to aid the PC. This PC has selected a pair with the following alignment: __, gender: __, Knowledge area of expertise: __, and personality traits: _____.

Award to only one PC:

[] Scaled the Wizard's Tower. This PC climbed to the top of Magister Har's unusual weathervane to attach a silver wire. This simple feat of acrobatic prowess may have repercussions later.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Gnomish Spectacles (Regional, see above)
*Bracers of armor +2 (Adventure, DMG)
*Pearl of power, 1st level (Adventure, DMG)
Wand of false life (8 charges, CL 3rd, Adventure, DMG, 720 gp)
Wand of mount (14 charges, CL 1st, Adventure, DMG, 210 gp)

APL 4 (all of APL2 plus the following)

- *Headband of conscious effort (Adventure, Complete Arcane)
*Ioun stone, dusty rose prism (Adventure, DMG)
*Pearl of power, 2nd level (Adventure, DMG)
*Tunic of steady spellcasting (Adventure, Complete Arcane)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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