



This Record Certifies that

by \_\_\_\_\_ Played \_\_\_\_\_  
Player RPGA #

Has Completed  
**VER7-09: Jinxed**  
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

**Metaorganizational Access:** Members of the following meta-organizations may upgrade any one item below from Adventure frequency to Regional frequency (circle the option now): Church of Trithereon, the Family, or Gentlemen of the Watch.

**Touched by Luck:** At the beginning of every adventure, you have the option to roll 1d6 on the following table. If you choose to roll, you must take the result indicated. No effect allows you to reroll a result on this table.

1: Once during the adventure, you may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it is worse than the original roll.

2-5: You may use the spell *ruin delver's fortune* (SC) once during the adventure as a spell-like ability at a caster level equal to your character level. For the purposes of this ability, your Charisma bonus has a minimum of +0, even if your Charisma score normally has a lower modifier than this.

6: All critical threats rolled against you in the adventure automatically confirm without the need for a critical confirmation roll.

- ◇ Influence Point with the Church of Trithereon
- ◇ Influence Point with the Gentlemen of the Watch
- ◇ Influence Point with the Family

TU  
Starting TU

I 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

- ❖ *Cloak of elemental protection* (Adventure, MIC, 1,000 gp)
- ❖ *Eternal wand of summon undead II* (Adventure, MIC, 4,420 gp)
- ❖ *Ring of silent spells* (Adventure, MIC, 2,000 gp)
- ❖ *Wand of invisibility* (4 charges) (Adventure, DMG, 1,080 gp)
- ❖ *Wand of knock* (6 charges) (Adventure, DMG, 1,080 gp)
- ❖ *Wand of protection from arrows* (6 charges) (Adventure, DMG, 540 gp)
- ❖ *Wand of levitate* (4 charges) (Adventure, DMG, 360 gp)

APL 4 (as APL 2 plus the following)

- ❖ *Ring of counterspells* (Adventure, DMG, 4,000 gp)

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 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