



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

VER8-06 Noble Ambitions

A Regional Adventure Set in Verbobonc



Play Notes:

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

Adventure Record#

598 CY

ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Home Region

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025 xp; 9,900 gp

Bested Halmadar the Cruel: You have defeated the warlord Halmadar the Cruel in his efforts to destabilize the Viscounty of Verbobonc and become a proxy of Vecna. You have gained some measure of power over secret things. For a short time (next 5 adventures) you cannot be surprised in combat and always act in a surprise round.

Castle Greyfist is Liberated: Langard is restored to his rightful place as Viscount of Verbobonc and rewards you with a patent of nobility and several hundred acres of land in one of (circle one): the Iron Wood, the Heartlands of Verbobonc, the Kron Hills, the Gnarley Forest, or the Lortmil Mountains.

Sold on the Open Market: You have been captured by extraplanar slavers and sold on the open market in the outer planes. Your character is eventually able to return home, but by that time your lust for adventure is over. This character is permanently retired from play.

Gratitude of the Verbobonc Triad: We are grateful for the opportunity to share years of stories for you and with you.

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 6

- ❖ *Bracers of arcane freedom* (Freq: Adv, MIC, 2,300 gp)
- ❖ *Cloak of predatory vigor* (Freq: Adv, MIC, 1,400 gp)
- ❖ *Devastation gauntlets* (Freq: Adv, MIC, 2,000 gp)
- ❖ Mithral buckler (Freq: Adv, DMG)

APL 10 (as APL 6 plus the following)

- ❖ +3 mithral buckler (Freq: Adv, DMG)

APL 14 (as APL 6-10 plus the following)

- ❖ *Belt of battle* (Freq: Adv, MIC, 12,000 gp)
- ❖ *Veil of allure* (Freq: Adv, MIC, 14,000 gp)

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

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

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