



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Something's Rotten in Eglath
A Regional Adventure
Set in the Viscount of Verbobonc

Play Notes:

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

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 450 xp [225xp];
400 gp [200 gp]

APL 4

max 675 xp [337 xp];
600 gp [300 gp]

APL 6

max 900 xp [450 xp];
800 gp [400 gp]

APL 8

max 1,125 xp [562 xp];
1,250 gp [625 gp]

Amounts in [...] represents
additional xp/gp earned if
extended play is used.

Influence point with Eglath Peasants: If the players are able to get Lord Vaswell to lift his new tax, the citizens of Eglath will spread the word far and wide. Although the peasants lack political, social, and economic power, word of mouth spreads quickly and recognition may turn up in the strangest places.

Alchemical Access: Dallerond of Eglath is an alchemist, and he is very grateful to the characters. Characters completing this adventure may purchase the alchemical items listed below.

- Disappearing ink (Frequency: Regional, Tome & Blood)
- Flashpellet (Frequency: Regional, Tome & Blood)
- Glowpowder (Frequency: Regional, Tome & Blood)
- Healing salve (Frequency: Regional, Tome & Blood)
- Phantom ink (all varieties) (Frequency: Regional, Tome & Blood)
- Scentbreaker (Frequency: Regional, Tome & Blood)
- Suregrip (Frequency: Regional, Tome & Blood)

Prestige Class Access: Lord Vaswell is secretly a follower and Cleric of Olidammara. Worthy characters in his eyes may be offered an introduction to members of the Temple Raiders of Olidammara. This introduction provides access to that prestige class within Verbobonc.

[Extended Play – Cross out if not gained]

Favor of Mordoc Merchants: For rescuing the human and halfling merchants of the minor trading company called the Mordoc Trading Guild from a group of bandits in Lord Milinous' lands, each character may call upon the connections of the Mordoc Trading Guild one time. Spellcasters associated with the Guild will enchant any weapon or armor from a masterwork (or other special material) quality to a +1 enchantment, or improve any +1 weapon or armor to a +2 bonus. The character must pay the difference in price between the two items for this upgrade. Cross this favor off of the AR once it is used. The Mordoc Trading Guild also provides access to the magical items listed below.

APL 2:

Wand of cure light wounds (Freq: Regional, 1st caster lvl, DMG)

APL 4 (all of APL 2 plus the following):

Brooch of Shielding (Frequency: Regional, DMG)

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

Bracers of Armor +2 (Frequency: Regional, DMG)

APL 8 (all of APLs 2-6 plus the following):

Cloak of resistance +2 (Frequency: Regional, DMG)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ None

APL 4 (all of APL 2 plus the following)

❖ Goggles of Minute Seeing (Frequency: Adventure; DMG)

❖ Elixir of Sneaking (Frequency: Adventure; DMG)

❖ Elixir of Hiding (Frequency: Adventure; DMG)

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

❖ Elixir of Fire Breath (Frequency: Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following)

❖ +1 Leather Armor, Silent Moves (Frequency: Adventure; 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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items

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

TU

Starting TU

1 / 2 / 4 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