



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER7-07: A Bitter Pill

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#

597 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

APL 8

max 1,125xp; 1,300gp

Favor of Lord Shannus: For brokering the deal between Shannus and Galans, Lord Shannus is willing to forgive a previous slight by you.

Favor of Lord Rolan Galans: For brokering the deal between Shannus and Galans, Lord Rolan Galans is willing to forgive a previous slight by you.

- Three (3) influence Points with Lord Galans.
One-time access to any wondrous item from the DMG valued at 3,000 gp or less.

Blade of the Ironwood: For accomplishing the task set them by Caisys Adamorn he has awarded you a gift from the arsenal of Lord Shannus.

Favor of Lamin Geltarra: For assisting a paladin of Bahamut in his duty to his liege and escorting him safely back to Glory, Lamin Geltarra is willing to share with you the teachings of Bahamut and will pay the gold piece cost of the casting of an atonement spell required to convert to the faith of Bahamut.

The Favor of Nail T. Hamdin: You have impressed a well-known and respected barrister of Verbobonc City. This one-time favor may be called on the next time you run afoul of the Laws of the Viscounty you may call upon Barrister Hamdin to reduce the penalty you are facing.

Favor of Chule M. Lemonteaque: You have impressed a prominent Sage and herbalist. This one-time favor may be used to call upon Chule to heal you of any disease (magical or otherwise) which you may contract during the course of your adventuring.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Healing belt (Freq: Adv; 750 gp, MIC)
Crystal of lifekeeping, least (Freq: Adv; 200 gp; MIC)

APL 4 (all of APL 2 plus the following)

- Ring of four winds (Freq: Adv; 2000 gp; MIC)
+1 darkwood shield (Freq: Adv; 1,257 gp; DMG)

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

- Ring of sustenance (Freq: Adv; 2,500 gp; DMG)
Armband of elusive action (Freq: Adv; 800 gp; MIC)

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

- Crystal of lifekeeping, least (Freq: Adv; 1,000 gp; MIC)
Third eye, surge (Freq: Adv; 2,100 gp; MIC)

MiC - Magic Item Compendium

TU Starting TU

1 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

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 Subtotal

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 value