



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
VER8-02 Crypt Things
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: RPGA #

Signature

RPGA #

APL 4
max 675 XP; 650 gp

APL 6
max 900 XP; 900 gp

APL 8
max 1,125 XP; 1,300 gp

APL 10
max 1,350 XP; 2,300 gp

APL 12
max 1,575 XP; 3,300 gp

Saved Lord Jimm: You gain three Influence Points with the mercantile-minded Lord Jimm. Alternatively, you may upgrade any item from a Verbobonc regional adventure you have played from "Adventure" access to "Regional" access, even if your Adventure access has already expired.

Thanks of the Church of St. Cuthbert. You gain Adventure access to the items marked with an asterisk below. If you are a member of any Verbobonc religious meta-org on the Council of Abbots prior to playing this adventure, this access is Regional.

Secret: You have learned that Halmadar has been keeping Viscount Langard imprisoned, but you have set Langard free. Where Langard has gone now, you do not know.

Words over Weapons: Instead of fighting Dainurkell and his group, you reasoned with them. The grateful adventurers have taught you some valuable things. You gain Open access to the feats Battle Blessing and Expanded Aura of Courage and the spells arcane fusion, righteous fury and flame of faith. You also gain access to purchase all of the group's equipment.

A Job Well Done: Your delay furthered the goals of the Family, the Company of the Black Rose, and the Bondsmen of House Estival. You gain 3 Affiliation Points with any of these organizations you were a member of prior to playing this adventure.

Thanks of Clan Rockhall. You gain three Influence Points with Clan Rockhall.

TU

Starting TU

1 OR 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 4

- Armband of elusive action (Adventure; MiC; 800 gp)
Bow of the wintermoon (Adventure; MiC; 3,400 gp)
Cloak of predatory vigor (Adventure; MiC; 1,400 gp)
* Ring of brief blessing (Adventure; MiC; 800 gp)

APL 6 (all of APL 4 plus the following)

- Bands of blood rage (Adventure; MiC; 2,600 gp)
* Reliquary holy symbol (of any good or neutral deity) (Adventure; MiC; 1,000 gp)

APL 8 (all of APLs 4-6 plus the following)

- Brute ring (Adventure; MiC; 2,300 gp)
Crystal of energy assault (lesser, electricity) (Adventure; MiC; 3,000 gp)

APL 10 (all of APLs 4-8 plus the following)

- * Belt of priestly might (of any good or neutral deity) (Adventure; MiC; 6,000 gp)
Cirlet of rapid casting (Adventure; MiC; 15,000 gp)

APL 12 (all of APLs 4-10 plus the following)

- Barbs of retribution (Adventure; MiC; 4,500 gp)
Boots of swift passage (Adventure; MiC; 5,000 gp)
Rhino elixir (Adventure; MiC; 1,600 gp)
Talisman of Undying Fortitude (Adventure; MiC; 8,000 gp)
* Vest of free movement (Adventure; MiC; 12,000 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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp

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