



This Record Certifies that

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

Has Completed  
**VERI 8-02 Assault on Castle Greyfist**  
A Regional Interactive Set in Verbobonc

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_

Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

Adventure Record#

**596CY**

ADVENTURE  
LEVEL OF  
PLAY

**APL 4**

max 675xp; 650gp

**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; 6,000gp

**Battlefield Triage:** You have been slain on the field of battle, but the Viscounty still needs your help. Canoness Y'Dey herself arranges for a *true resurrection* to be cast on you and covers half of the 25,000 gp material component cost. Any remaining cost may additionally be reduced by 1,000gp per expenditure of influence point and the influence points may be spent from source save for House Estival. Mark down below the total number of influence points used and the final cost to the character.

Remaining cost: \_\_\_\_\_

**Thanks of the Church:** For your assistance with the assault on Castle Greyfist you receive 6 influence points with one of the following churches: Church of Saint Cuthbert, Church of Trithereon, Church of Pelor, Church of Moradin.

Circle the appropriate church, cross off this entry when the influence points are used.

**Owned by Iuz:** You have invoked the name of Iuz to save yourself. Now that Iuz has acted to save you, he expects you to act to serve him. On any attack roll, skill check, SR check, or damage roll you make against a follower of Iuz, the god imposes a -8 penalty to your roll. Refusing this penalty imposes a harsh punishment; the first time you refuse your alignment shifts twice on the Lawful/Chaotic axis towards chaotic. If your alignment is already neutral or chaotic, remaining shifts occur on the Good/Evil axis. For example: A Neutral good character would shift to a chaotic neutral character. Please note that this has serious repercussions on characters that use divinely granted abilities. Note the character's current alignment \_\_\_\_\_

TU

Starting TU

2 OF 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

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 4**

❖ Healing belt (Frequency; adventure 750 gp; MIC)

**APL 6** (all of APL4 plus the following)

❖ Gloves of the starry sky (Frequency; adventure 1100 gp; MIC)

❖ Cloak of elemental protection (Frequency; adventure 1,000 gp; MIC)

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

❖ Piercer cloak (Frequency; adventure; 700 gp; MIC)

❖ +1 lance of mighty smiting (Frequency; adventure; 8310gp, MIC)

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

❖ Bands of the blood rage (Frequency; adventure; 2,600 gp; MIC)

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

❖ Ring of spell battle (Frequency; adventure; 12,000 gp; MIC)

**APL 14** (all of APLs 4-12 plus the following)

❖ Ring of greater counterspells (Frequency; adventure; 16,000 gp; MIC)

**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 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