



This Record Certifies that

Played

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

Has Completed  
**VERIntro 5-02: A Debt to Pay**  
An Introductory Adventure  
Set in Verbobonc

Play Notes:

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

Home Region \_\_\_\_\_

Adventure Record#

**595 CY**  
**ADVENTURE**  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**APL 2**

max 450xp; 450gp

**Influence with the Family:** Your participation in this endeavor has garnered you the attention of the Family.

- Your keen personality for negotiating has brought you to the notice of the Family by successfully managing the exchange without Neidler's assistance. You gain one (1) Influence Point with the Family. In addition to the standard uses for Influence in Verbobonc, this influence may be used to enter the Political division of the Family.
- Your ability to act discretely in the delivery of sensitive packages has been noticed by the Family. You gain one (1) Influence Point with the Family. In addition to the standard uses for Influence in Verbobonc, this influence may be used to enter the Collections and Recovery division of the Family.

Only one (1) influence may be gained with this reward, and the character must still meet all requirements to join the Family metaorganization.

**Infamy with the Family:** Your bumbling of the operation has created more than a few enemies in the Family. You gain two (2) Infamy points with the Family. This Infamy must be removed (by using 2 Influence points with the Family or the Viscount) before the character is eligible for any membership with the Family.

TU

Starting TU

**1 or 2 TU**

TU Cost

- TU

Added TU Costs

TU REMAINING

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

This area is typically used to list items from the DMG that are now available for purchase as a result of the adventure. As an Introductory Scenario, this event does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK Event.

- ❖ All items from the PHB, tables 7-3, 7-5, 7-6, and 7-8 with the exception of spells
- ❖ Any +1 weapon or armor of a type listed in the PHB
- ❖ Any potion, oil, or scroll from DMG valued at 750gp or under
- ❖ A normal, masterwork, or +1 version of a weapon type listed in the PHB made of alchemical silver or cold iron
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armor
- ❖ +1 Bracers of Armor
- ❖ +1 Cloak of Resistance
- ❖ Amulet of Health +2
- ❖ Cloak of Charisma +2
- ❖ Gauntlets of Ogre Power
- ❖ Gloves of Dexterity +2
- ❖ Headband of Intellect +2
- ❖ Periapt of Wisdom +2

You must have campaign documentation to purchase items not found on the above list. Adventure Records are the most common form of documentation.

**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 Items**  
Subtract this value from your gp value