



This Record Certifies that

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

Has Completed  
Griffin's Blood  
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#

592 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

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

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

APL 4

max 600 xp; 486 gp

APL 6

max 900 xp; 899 gp

APL 8

max 1,200 xp; 1,269 gp

APL 10

max 1,500 xp; 2,389 gp

Cross out effects not gained by this character.

**Research Guide to the Nine Hells:** This manual is found in the desk of the upper floor room of the hunting lodge. Only a single character can receive this spellbook per table. Please mark a line through the entry for the spellbook on adventure certificates not receiving the book. The book cannot be copied.

**Wrath of Nature:** Druids not aiding the Manticore to escape or by standing by and allowing others to slay the beast, the druid suffers the Wrath of Nature. The druid is unable to cast druidical spells and all Wilderness Lore checks have a -2 penalty. To remove this taint, the druid must spend 2 Time Units in service to Nature.

**Characters that aid Swiftarrow and Yellow Feather** to escape their cages are able to purchase collars of resistance (+1, +2, or +3) as presented in Masters of the Wild. (Frequency: Region)

**Characters that stop the ritual** are able to purchase equerry's armor as presented in Masters of the Wild. (Frequency: Region)

**Characters reporting the aftermath of the ritual** to the proper authorities are able to purchase Vest of Resistance (+1, +2, or +3) as present in Tome and Blood (Frequency: Region)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

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

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