



This Record Certifies that

Played by _____
Player RPGA #

Has Completed

Never Read Somebody's Diary

A Regional Adventure

Set in the Viscount of Verbobonc



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 400 gp

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Gold Leaf Pin: If the characters rescued the elves, each character is granted a gold, leaf-shaped pin. This counts as one Influence Point with the Elven Clans of the Gnarley Forest. The elves also offer to sell the characters the following items (based on the APL – see below):

- APL 2: *Elixirs of Hiding* (Freq: Adventure; DMG)
- APL 4: *Cloak of Elvenkind* (Freq: Adventure; DMG)
- APL 6: *Elven Chain* (Freq: Adventure; DMG)
- APL 12: *Celestial Armor* (Freq: Adventure; DMG)

Copy of Glorfindestra's Diary Notes: The drow seemed particularly interested in retrieving a diary discovered in Nulb by an elven scouting party. Although the drow escaped with the diary itself, the elven wizard Glorfindestra made several notes about the diary in the short time he possessed it. This character has made a copy of Glorfindestra's notes. Market Price: 30 gp (Frequency: Adventure).

Thistle's Token: If the characters rescued all of the elves, each character is granted a tiny white token shaped like a swan. This item can be used only once by the character who owns it only. When used, it lets the wearer re-roll any saving throw (the token must be used before the DM declares the result of the first roll and you must accept the result of the re-roll even if it is worse than the original roll), as if using the Luck domain granted power. Once used, cross this item off of this Adventure Record.

Spider Dagger: This eight-pronged dagger-like weapon looks like a serrated spider. Drow use it in their horrific rituals, and it can be wielded as a fearsome weapon. A spider dagger is always sized for Medium creatures. Drow become enraged to see it in a non-drow's hands, and other elves find the dagger abhorrent. The dagger always detects as a dim, lingering evil. Spider Dagger (exotic one-handed melee weapon): Dmg (M) 1d6; Critical 19-20; Range Increment –; Weight 3 lb; Type Piercing. The magical enchantments upon this spider dagger, and its cost, vary by APL (see below).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

❖ *Masterwork Spider Dagger* (Frequency: Adventure; 350 gp; see above)

APL 4 (all of APL 2 plus the following)

❖ None

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

❖ +1 *Spider Dagger* (Frequency: Adventure; 2,350 gp; see above)

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

- ❖ *Pearl of Power [1st]* (Frequency: Adventure; DMG)
- ❖ *Bead of Force* (Frequency: Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following)

❖ +1 *Keen Spider Dagger* (Frequency: Adventure; 8,350 gp; see above)

APL 12 (all of APLs 2-10 plus the following)

❖ *Periapt of Wisdom +2* (Frequency: Adventure; DMG)

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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items _____

Subtract this value from your gp value

Starting GP

GP Spent

Subtotal

GP Gained

Subtotal

GP Gained

Subtotal

GP Spent

FINAL GP TOTAL

Starting TU

1 OF 2 TU
TU Cost

Added TU Costs

TU REMAINING

Starting XP

XP lost or spent

Subtotal

XP Gained

FINAL XP TOTAL