



This Record Certifies that

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

Has Completed  
Mirror in a Quagmire  
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

Adventure Record#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

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

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

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

- [ ] Influence Point with House Milinous for helping search the burned out Way Station.
- [ ] Infamy with House Milinous for causing any sort of problem with Milinous' patrol during the search of the burned out Way Station.
- [ ] Influence with the Family in Verbobonc for returning the ledger from the burned out Way Station.
- [ ] Infamy with the Family in Verbobonc for tying the family in some way to this little affair.
- [ ] Infamy with Athelia, Crone of the Kron. This scenario costs you an additional 2 time units and you have earned Infamy with the Crone of the Kron. Your only benefit out of this is that you get a +10 on your next two swim checks, from the two weeks you spent as a turtle.
- [ ] Influence with Athelia, Crone of the Kron for helping her with a few errands.
- [ ] Favor of Athelia, Crone of the Kron. This favor is good for adding specific enhancements to any armor. She will add any one of the following: +2, *blinding*, *glamered*, or *light fortification*. Calculate the total cost to the character by comparing the new price of the armor to the old price. This is a one use favor (cross off when used) and only one of the above four enhancements can be added.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Heward's Handy Haversack (Frequency: Adventure; DMG)
- ❖ Buckler, Darkwood (Frequency: Adventure; DMG)
- ❖ Ring of Sustenance (Frequency: Adventure; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ +1 Buckler, Darkwood (Frequency: Adventure; DMG)
- ❖ Oil of Magic Vestment [+1] (Frequency: Adventure; 5<sup>th</sup> level caster; DMG)

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

- ❖ +1 Chain Shirt, Shadow (Frequency: Adventure; DMG)

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

- ❖ +2 Buckler, Darkwood (Frequency: Adventure; DMG)
- ❖ Oil of Magic Vestment [+3] (Frequency: Adventure; 12<sup>th</sup> level caster; 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

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