



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

# VER8-03 Darkness is Unbound

## 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#

# 598 CY

## ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

### APL 6

max 900 XP; 900 gp

### APL 8

max 1,125 XP; 1,300 gp

### APL 10

max 1,350 XP; 2,300 gp

### APL 12

max 1,575 XP; 3,300 gp

Home Region

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

DM: \_\_\_\_\_

Signature

RPGA #

**Exposed to Oerthblood:** You have been touched by an ancient arcane substance. The ramifications of this are as yet unclear.

**Thanks of the Menagerie Master:** Ghen Tayber will help you keep track of an item which you might purchase later. Choose one item below to which you gained access and change it to Frequency: Any. If you have the Favor of Ghen Tayber from VER4-03 *Glory's Warriors*, choose three items.

**Favor of Shannus:** The Mayor of Glory is proud of your dedication. He provides access to the items below marked *Sh* and opens access to the Dragonheart Mage (*RotD*), Dragon Devotee (*RotD*), and Wild Mage (*CAr*) prestige classes.

**Lawful Respect:** For helping justice prevail, the Bondsmen of Estival grant you access to the items below marked *BE* and one of the following weapon enhancements: *axiomatic*, *maiming* (*MIC*), or *merciful*. Members of the Bondsmen of Estival gain 3 Affiliation points.

**Enmity of the Family:** Word of your merciless adherence to the Law has spread. From now on, all rogues who sneak attack you twist their blades to inflict more pain. They may re-roll all sneak attack dice against you that come up as a one.

**Favor of the Moonlord:** For seeking out darkness wherever it may lurk, Breyin makes the items below marked *ML* available to you. He also opens access to one of the following weapon enhancements: *metalline* (*MIC*), *mighty smiting* (*MIC*), or *holy* (*DMG*).

**Favor of the Brewer:** The Protector of the Iron Wood respects your discretion. He offers the items below marked *HM* and opens access to the Bonded Summoner prestige class (*MH*).

**Wrath of the Iron Wood:** The forces of nature have rebelled against you. From now on, you suffer a -2 penalty to attack rolls, saving throws, skill checks, and ability checks whenever you are in a woodland environment. This curse can only be removed by a *miracle* or *wish*.

**Shadowy Gratitude:** You have performed a great service for the Battirovka Family and the Black Rose Company. They open access to the items below marked *BB* and to one of the following weapon enhancements: *anarchic*, *blurstrike* (*MIC*), or *deadly precision* (*MIC*). Members of either organization gain 3 Affiliation points. Members of both earn 6 in each.

**Secret:** You have learned that reservoirs of Oerthblood are pooled beneath the Viscounty.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 6

- ❖ Unholy water (Adv, 25 gp)
- ❖ Shmithril buckler (Regional, *RorW*)
- ❖ Shscroll of alter fortune (Adv, PH2)
- ❖ Shscroll of animalistic power (Adv, PH2)
- ❖ MLadamantine longsword (Adv, DMG)
- ❖ MLscroll of healing spirit (Adv, PH2)
- ❖ MLscroll of mark of doom (Adv, PH2)
- ❖ HM Hermann M's Special Stein (everfull mug) (*MIC*) that creates Hermann M's Special Blend (Adv, 400 gp)

- ❖ HM thorn pouch (Regional, *MIC*)
- ❖ HM scroll of linked perception (Adv, PH2)
- ❖ HM scroll of mass longstrider (Adv, PH2)
- ❖ BE inquisitor bracers (Regional, *MIC*)
- ❖ BB arcane thieves' tools (Metaregional, *MIC*)

#### APL 8 (all of APL 6 plus the following)

- ❖ Sh true strike gauntlets (Regional, *MIC*)
- ❖ HM bag of flames (Regional, *MIC*)
- ❖ BE armbraces of might (Regional, *MIC*)
- ❖ BB mask of lies (Metaregional, *MIC*)

#### APL 10 (all of APLs 6-8 plus the following)

- ❖ Sh strongarm bracers (Regional, *MIC*)
- ❖ ML ring of vengeance (Adv, *MIC*)
- ❖ HM wilding clasp (Regional, *MIC*)
- ❖ BE noble pennon (Regional, *MIC*)
- ❖ BB deathstrike bracers (Metaregional, *MIC*)

#### APL 12 (all of APLs 6-10 plus the following)

- ❖ Sh metamagic rod (sculpting) (Regional, *MIC*)
- ❖ ML celestial armor (Adv, DMG)
- ❖ HM bracers of lightning (Adv, *MIC*)
- ❖ BE the fist (Regional, *MIC*)
- ❖ BB rod of cats (Metaregional, *MIC*)

TU

Starting TU

I OR 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 Item

Subtract this value from your gp