



This Record Certifies that

Played

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

Has Completed  
**VERIntro5-03: Rubyfalls**  
An Introductory Adventure  
Set in the Verbobonc Region

Play Notes:

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

Adventure Record#

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

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

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

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

**APL 2**

max 900 xp; 900 gp

**👑 Influence with Rubyfalls:** You have rescued the kidnapped gnome children and returned them to their grateful parents. The town of Rubyfalls is grateful for your assistance and heroism in the face of the evil, and you have gained three (3) influence points with the town. they promise the following to you as a small token of their appreciation. Check off the influence with used

AR \_\_\_  AR \_\_\_  AR \_\_\_

**👑 Favor of Rubyfalls:** The citizens of Rubyfalls hail you as a hero for your brave efforts in rescuing their children. In addition to the normal uses for influence, you may use your Influence with the town to gain the following benefits.

- +20% discount to build one (1) structure in the town of Rubyfalls. This structure must have a base cost of 5,000 gp or less.
- Eliminate the annual cost for the Required Staff of any one (1) Residential Component or Business unit you own in Rubyfalls. This lasts for one year from the date of this AR.

Each use of the Favor of Rubyfalls requires the use of one (1) Influence point with Rubyfalls.

**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.

TU

Starting TU

**2 or 4 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

**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