



This Record Certifies that

Played by _____
Player RPGA #

Has Completed
Enemy Within
A Regional Adventure
Set in 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#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 300 xp; 300 gp

APL 4

max 600 xp; 400gp

APL 6

max 900 xp; 600 gp

APL 8

max 1,200 xp; 1,200 gp

Sacred Scabbard: This item has a varying appearance. When first found, there is a 25% chance it appears as a dagger sheath, a 25% chance it appears as an axe case, and a 50% chance it appears as some sort of sword sheath. A user quickly discovers, however, that a sacred scabbard can change shape to fit whatever dagger, sword, or axe is touched to it, even making allowances for double weapons. These scabbards keep any weapon carried in them clean and sharp. In addition, up to three times per day, the user may place a weapon in the scabbard, utter a command word, and invoke *bless weapon* on the weapon inside.

Caster Level: 4th; *Prerequisites:* Create Wondrous Items, *bless weapon*; Market Price: 6,400 gp; Weight 1 lb. (Frequency: Adventure); Requirements: Knowledge [religion] 4 ranks, as prerequisites).

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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value