



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed

Decision at Sheernobb

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 6

max 900 xp; 514 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

☛ **Gratitude of the Kron Hills gnomes:** For their bravery in the defense of Sheernobb, the characters have earned an Influence Point with the Kron Hills Gnomes. Furthermore, the gnomes of the Kron will provide access to the items listed under "Items Found During the Adventure," below. This character receives further reward based on the decision made in the course of the adventure, as follows (mark only one, at most, of the following, and cross out the others)

☛ **If the characters stayed to defend Sheernobb,** then Lord Avgustin admires their bravery. The characters earn an Influence Point with Lord Avgustin, and will be accepted into the Avgustin House Guard meta-org if they choose. If already members of the Avgustin House Guard, they can accept an early promotion to a higher level if they meet the other qualifications. Furthermore, this character can purchase the armor enhancement *invulnerability* after any Verbobonc regional scenario. They do this by paying the difference in cost between the old and new armor.

☛ **If the characters hunted down the assassins,** then Lord Milinous admires their unquenchable lust for vengeance. The characters earn an Influence Point with House Milinous, and will be accepted into the Milinous House Guard meta-org if they

<continued> choose. If already members of the Milinous House Guard, they can accept an early promotion to a higher level if they meet the other qualifications. Furthermore, this character can purchase the weapon enhancement *bane (giants)* after any Verbobonc regional scenario. They do this by paying the difference in cost between the old and new weapon.

☛ **If the characters led the refugees to safety,** then Lady Asbury admires their dedication to the defenseless. The characters earn an Influence Point with House Asbury, and will be accepted into the Asbury House Guard meta-org if they choose. If already members of the Asbury House Guard, they can accept an early promotion to a higher level if they meet the other qualifications. Furthermore, this character can purchase the weapon enhancement *axiomatic* after any Verbobonc regional scenario. They do this by paying the difference in cost between the old and new weapon.

☛ **If the characters left on their own and left Sheernobb to fend for themselves,** then bards of Verbobonc learn of their actions and spread the word of their unheroic deeds to all in the Viscounty. All Charisma based checks in the Verbobonc suffer a -2 modifier. Furthermore, all goods and services in the Verbobonc region cost 10% more for the character. Contact the Verbobonc Triad for details on fixing this problem.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Longsword, Adamantine (Frequency: Adventure; DMG)
- ❖ Alchemist's Arrows (Frequency: Adventure; Sword & Fist)
- ❖ Elemental Gem (Frequency: Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ +2 gnome hooked hammer (Frequency: Adventure; DMG)
- ❖ +2 gnome battlepick (Frequency: Adventure; Sword & Fist)
- ❖ Golden Apron (Frequency: Adventure; Defenders of the Faith)

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

- ❖ Cape of the mountebank (Frequency: Adventure; DMG)
- ❖ Goggles of Night (Frequency: Adventure; DMG)

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

- ❖ +1 keen gnome hooked hammer (Frequency: Adventure; DMG)
- ❖ +1 keen gnome battlepick (Frequency: Adventure; Sword & Fist)
- ❖ Robe of scintillating colors (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

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

TU

Starting TU

1 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