



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
A Costly Gamble
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 _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

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

Check only those that apply, and cross out all others:

☐ Influence Point with Viscount Langard for returning the wagon to Barnabus. Barnabus has higher connections than he lets on.

☐ Influence with House Milinous for either turning the wagon over to Lord Milinous, or for defeating the *charmed* House Milinous traitors.

☐ Influence with House Asbury for escorting Boditea back to Asbury lands.

☐ Influence with House Langmuir for turning the wagon over to Lady Langmuir.

☐ Infamy with House Milinous for either killing Squire Robert or his men, or for not taking the wagon to him when commanded to do so.

☐ Infamy with House Asbury for turning the wagon over to House Milinous.

☐ Infamy with House Langmuir for interfering with the plans of Lady Langmuir.

Any character who has gained the Influence with House Asbury here and wishes to join the Asbury House Guard is invited to do so when the other requirements are met. Any character who is already a member of the House Asbury Guard is offered a promotion to the next tier, whenever he or she meets the other requirements of that tier and wishes to advance.

A member of the House Milinous Guard who has gained the Influence with House Milinous here is offered a promotion to the next tier, whenever he or she meets the other requirements of that tier and wishes to advance.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of Magic Missiles (Frequency: Adventure; 5th level caster; DMG)
- ❖ Mithral Chain Shirt (Frequency: Adventure; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ Bead of Force (Frequency: Adventure; DMG)
- ❖ Cloak of Resistance +2 (Frequency: Adventure; DMG)

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

- ❖ +1 Viscous Greatsword (Frequency: Adv; DMG)

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

- ❖ Amulet of Natural Armor +2 (Frequency: Adv; DMG)
- ❖ Ring of Protection +2 (Frequency: Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ Cloak of Resistance +3 (Frequency: Adv; DMG)
- ❖ Gauntlets of Ogre Power (Frequency: Adv; DMG)
- ❖ Wand of Magic Missiles (Frequency: Adventure; 7th level caster; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ Wand of Magic Missiles (Frequency: Adventure; 9th 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

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Item

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