



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Ver4-08 Beauty and Two Beasts

A Regional Adventure

Set in the Verbobonc Region



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)

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

Event: _____ Date: _____

DM: _____

Signature

RPGA #

[] **Landholdings:** This character has been granted a small house and grounds in the consolidated lands of House Milinous. A few peasant families work this land on your behalf. This provides you Standard upkeep for free in all future Verbobonc regional scenarios (As well as the rewards given below). You are elevated to a Gentleman if not already titled, and have earned the honorific "Master" before your name (females become "Gentlewomen" with the title of "Mistress"). Choose the location of your estate:

☐ **Formerly Milinous Lands:** The peasants who work this land are used to misery and oppression; the Gentleman you displaced was an evil man in service to Ryjenis the Imposter, and his whereabouts are currently unknown. Simon Milinous' new tax laws mean the peasants now pay relatively little and the peasants view you as a hero and liberator. Unfortunately, this means you make no income beyond your free Standard upkeep.

☐ **Formerly Asbury Lands:** The peasants who work this land are hardworking and loyal; the Gentleman you displaced was a decent man who recently accepted knighthood in the service of Lord Milinous (who is looking to fill the vacancies left by the many evil men who have fled his realm or been imprisoned). To represent your income, in every future Verbobonc regional scenario played you earn an additional 10 gp, although you cannot exceed the maximum gp award of the adventure.

[] **Influence Point with House Milinous:** You gain an influence point for returning the rightful Simon Milinous to his place as Lord of House Milinous. You may spend this Influence point to immediately gain membership in the Milinous House Guard at any tier for which you qualify (the time requirements are waived; this a promotion through campaign play). Alternately, you may use this to upgrade the availability for any one item on this AR to Frequency (Any): _____

[] **Milinous House Guard Purge:** The new Lord Milinous is purging his ranks of the evil element introduced during Ryjenis the Imposter's reign. If you are a member of the Milinous House Guard and your character detects as evil, you are immediately and permanently ejected from that meta-org.

[] **Meta-Org Consolidation and Access:** All Members of Noble Guard for House Asbury are now members of House Milinous. Members of this new consolidated *Milinous House Guard* meta-org at the time of this scenario may treat the asterisked (**) items below as Frequency: Regional.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ **** Candle of truth** (Adventure, DMG)
- ❖ **** Mithral heavy shield** (Adventure, DMG)
- ❖ **Screaming bolt** (Adventure, DMG)
- ❖ **** Ring of mind shielding** (Adventure, DMG)

APL 8 (all of the previous APL plus the following)

- ❖ **+1 vicious greatsword** (Adventure, DMG)
- ❖ **Ioun stone, deep red sphere** (Adventure, DMG)
- ❖ **** Scabbard of keen edges** (Adventure, DMG)
- ❖ **** Wand of bear's endurance** (CL 3rd, Adventure, DMG)

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

- ❖ **Bag of holding type II** (Adventure, DMG)
- ❖ **** Grim defender** (Adventure, BoVD)
- ❖ **Ioun stone, pale blue rhomboid** (Adventure, DMG)
- ❖ **** Wand of cure serious wounds** (CL 5th, Adventure, DMG)

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

- ❖ **** +1 light fortification breastplate** (Adventure, DMG)
- ❖ **Figurine of wondrous power, bronze griffon** (Adventure, DMG)
- ❖ **** Belt of giant strength +4** (Adventure, DMG)
- ❖ **** Wand of searing light** (CL 6th, 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 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 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