



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Ver5-06 On the Viscount's Secret Service

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

Event:

Date:

DM:

Signature

RPGA #



Adventure Record#

595 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

**The Viscount's Boon** – Viscount Langard is extremely pleased with your role in this mission. This is worth one influence point with him. Furthermore you may use the influence with the Viscount to reduce the cost of any one item on this AR by 10% for each influence point you spend, up to 50% (5 influence points). The item must be bought at the end of this adventure. Record the amount of influence you used and the name of the item you are applying towards the purchase.

Amount of Viscount Langard Influence Used \_\_\_\_\_

Name of Item \_\_\_\_\_

**Green Star Metal** – You have retrieved the last of the Green Star metal from the mine near Sojourn. You have in your possession 2 pounds, 2 ounces of material. By spending 2 additional TUs, you can learn the potential of the metal. If you do so you may take up to three levels in the Green Star Adept prestige class as per the rules of the class and the Living Greyhawk Campaign Sourcebook.

**Agent of House Langmiur** – You have represented the noble house of Langmiur, earning 1,000gp. Furthermore you have been offered an opportunity to join House Langmiur in the near future.

**Meta-org Access** – Items marked with a ¥ are considered to be regional access to members who represented their meta-org in this adventure.

**Appreciation of the Church** – Bishop Hafren is thankful for your help in finding the Revnash Splinter and for your discretion in all things related to the mission. As a token of appreciation, he offers to teach you any one limited access divine spell or cast one core spell for free in the future. This spell must be 7<sup>th</sup> level or lower and may appear on the Good or Law domains. Write down what spell you had either chosen access to or have had cast.

Spell \_\_\_\_\_ Date \_\_\_\_\_

**Wrath of the Church** – You have earned the church's wrath through your bungling of this important mission. All influence and favors with the following organizations is immediately lost (Ehlonna, Fharlanghn, Heironeous, Pelor, Pholtus, Rao, St. Cuthbert, and all noble houses). If you are a member of any of these metaorgs, you are immediately expelled.

**Patron of Walker DanJo** – This PC is a patron of Walker DanJo's expedition to the South Seas and the jungles beyond.

**Debt to Crone of the Kron** – This PC owes a debt to the Crone of the Kron. She will call on the PC for a favor in the future. Woe to those that do not answer the call.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 12

- ❖ Canaith mandolin (Adventure; Complete Arcane)
- ❖ ¥ Cloak of Resistance +3 (Adventure; DMG)
- ❖ ¥ Holy enchantment or upgrade (Adventure; DMG)
- ❖ ¥ Ring of Protection +2 (Adventure; DMG)
- ❖ Dust of Disappearance (Adventure; DMG)
- ❖ Pearl of Power – 4<sup>th</sup> (Adventure; DMG)

#### APL 14 (All of APL 12 plus the following)

- ❖ Ring of Arcane Might (Adventure; Complete Arcane)
- ❖ Cloak of Displacement, minor (Adventure; DMG)
- ❖ Headband of Intellect +4 (Adventure; DMG)
- ❖ ¥ Pearl of Power – 5<sup>th</sup> (Adventure; DMG)
- ❖ Scarab of Protection (Adventure; DMG)

#### APL 16 (All of APLs 12-14 plus the following)

- ❖ Cloak of Displacement, major (Adventure; DMG)
- ❖ Cube of Force (Adventure; DMG)
- ❖ Headband of Intellect +6 (Adventure; DMG)
- ❖ ¥ Pearl of Power – 2 Spells (Adventure; DMG)
- ❖ ¥ Pearl of Power – 6<sup>th</sup> (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 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