



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
VER6-05 Reclamation
A Regional Adventure
Set in the Verbobonc Region



Event: _____ Date: _____
DM: _____
Signature _____ RPGA # _____

Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

☛ **Favor of Algernon Tuck:** For your assistance in the recovery of his stolen merchandise Algernon has offered to help you reacquire an item you once saw. You may expend this favor to regain access to one (1) item or upgrade previously listed on your ARs. Cross off when used. In addition you gain access to the items mark with an asterisk (*).

☛ **In on the Ground Floor:** You have thrown your lot in with Algernon and the Alliance in the struggle for control of the Verbobonc underground. This favor counts as an Influence Point from a "named member" for enrollment and/or advancement in the Alliance.

☛ **Crocodile-hide Boots:** You managed to salvage enough hide from the crocodiles to have a pair of boots fashioned. Made of a scaly green hide, the boots have an iridescent quality and shimmer slightly. For purposes of item creation, they may be enchanted to be any one pair of magical boots, shoes, or slippers to which you have access. In addition to any enhancements placed on the boots, they also provide a +5 bonus to Swim checks. Cost: price of enhancement +500 gp

☛ **Marked for Death:** The Elven Clans of the Gnarley have marked you for death. You must keep a low profile while traveling through the great forest. In any adventure that takes place, either wholly or partially, in the Gnarley Forest costs you double TUs as well as double gold for upkeep. Other benefits or penalties may be placed in future adventures.

☛ **Mage's Ring Enhancement:** A missing or used emerald from the mage's ring may be replaced with the opal found during play. The opal may be expended by the wearer to apply the Sudden Empower feat to a spell he is casting. The opal crumbles to dust when used. Only two (2) opals may be purchased and must be placed into the mage's ring to function. Moderate transmutation; CL 17th; Forge Ring, Sudden Empower; Price 1,000 gp

☛ **Gnomish Statue:** In gratitude for recovering Algernon's shipment of statues, he allows you to purchase one of them. Please select the design of the statue you want: • male (Pappy Nackle) or • female (Shalandra)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Gnomish statue (Regional, limit of 1; see above, 50 gp)
- ❖ Crocodile hide Boots (Regional, limit of 1; see above, 500 gp)
- ❖ *Elixir of hiding (Adventure, limit of 1; DMG)
- ❖ Elixir of sneaking (Adventure, limit of 1; DMG)
- ❖ *Mage ring upgrade (opal) (Adventure, limit of 1; DMG; 1,000 gp)
- ❖ Wand of resurgence – 5 charges (Adventure, limit of 1; Spell Compendium)
- ❖ Safewing Emblem (Adventure, limit of 8, Complete Adventurer)

APL 4 (all of APL 2 plus the following)

- ❖ *Pearl of power, 1" (Adventure, limit of 1; DMG)
- ❖ *Heward's Handy Haversack (Adventure; DMG)

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

- ❖ *Potion of resist energy (fire) 30 (Adventure; DMG).
- ❖ *Immovable rod (Adventure; limit of 1; DMG).
- ❖ Wand of magic missile (CL5; 12 charges) (Adventure limit of 1, DMG)

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

- ❖ *Necklace of fireballs type IV (Adventure; Limit of 1, DMG).
- ❖ Cloak of resistance +2 (Adventure; DMG).
- ❖ Boots of striding and springing (Adventure; DMG)

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

- ❖ Amulet of Health +4 (Adventure; DMG).
- ❖ *Ioun stone, incandescent blue (Adventure; DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ +1 bane (elven) composite longbow (+2 STR) (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 Gained

XP

FINAL XP TOTAL