



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER7-01: Cleanse Thy House

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#

597 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

☛ **Favor of Calmer:** Calmer, Canoness Ydey's assistant is impressed with your actions. You gain access to the following Limited feats:

☐ **Ecclesiarch** [General](from Eberron Campaign Setting)

Prerequisite: Knowledge [Religion] 6 ranks.

Benefit: Add Gather Information and Knowledge [Local] to your list of class skills. This benefit represents your ability to learn details about any community from the clergy of its churches. In addition, if you take the Leadership feat, you gain a +2 bonus to your Leadership score.

☐ **Knight Training** [General](from Eberron Campaign Setting)

Benefit: Pick one class. Taking levels in this class does not prevent you from taking paladin levels. If you take levels in any other class, you lose your ability to progress as a paladin as usual. If the selected class also has restricted advancement, such as the monk class, taking paladin levels does not prevent you from advancing in that class.

☛ **Metaorganization Assignment:** You undertook an assignment for your metaorganization. This gives you access to the items marked in the "Items Found During the Adventure" section for your organization. In addition, you receive benefits based on your metaorganization:

(Metaorganizational Assign cont'd)

☐ **Church of Rao or Church of Saint Cuthbert:** Access to the Knight of Veluna prestige class. You may substitute Verbobonc for the regional requirement.

☐ **Church of Trithereon:** Access to the Knight of the Chase (LGJ/Dragon #297) prestige class.

☐ **House Avgustin:** Access to the Spymaster^{CAdv} prestige class

☐ **House Langmuir:** Access to Tactical Soldier^{MH} prestige class

☐ **Mounted Borderers:** May use Retraining rules from LGCS 597 at ½ TU and gold piece cost.

☛ **Estival's Favor:** You undertook an assignment for Lord Estival and he is grateful. Each time you complete a Verbobonc regional adventure, you may check off one (and only one) of the boxes below, to receive additional gold equal to the amount circled in the **Level of Play** section (1,000 gp max per instance). Contact the Verbobonc Triad after all five boxes are checked: ☐☐☐☐☐ Actions that causes disfavor in Estival's eyes immediately revoke this reward and may have other repercussions.

☛ **Oath:** You have sworn an oath to Canoness Ydey. Contact the Verbobonc Triad for more information.

☛ **Committed an Evil Act:** You have committed an evil act:

☐☐☐☐

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

Metaorganizational Access: Members of the following metaorgs at the time of this adventure receive access to items marked with their symbol.

† - Church of Rao/Church of Saint Cuthbert

‡ - Church of Trithereon; * - House Avgustin

• - House Langmuir; § - Mounted Borderers

@ - Verbobonc Town Project (Swan)

APL 2

❖ Drow poison (Frequency: Adv, limit of 1; 75 gp; DMG)

❖ † Scroll of Detect Weaponry (Freq: Regional; 50 gp, CSc)

❖ *§ Steadying Robe (Freq: Regional; 1,000 gp, CMag)

❖ ‡•Possum Pouch (Freq: Reg; 1,800 gp, CAdv)

❖ @Invisible Helper architecture (Freq: Reg; 1,500 gp, SBG)

APL 4 (all of APL2 plus the following)

❖ †§+1 Cloak of Comfort (Freq:Regional; 3,000 gp, CMag)

❖ ‡ Medallion of Contact (Freq: Regional; 5,000 gp, A&EG)

❖ †• Lesser Choker of Elquence (Freq: Regional; 6,000, CAdv)

❖ @Stable of Understanding architecture (Freq: Regional; 3,000 gp, SBG)

APL 6-8 (all of APLs 2-4 plus the following)

❖ Cloak of Elvenkind (Freq: Adv; 2,500 gp, DMG)

❖ ‡ Wand of Iron Silence (Freq: Reg; 4,500 gp; SC)

❖ ‡#Wand of Faith Healing (Freq: Reg; 750 gp; SC)

❖ §Survival Pouch (Freq: Reg; 5,000 gp; RW)

❖ •Burrowing Arrow (Freq: Reg; 167 gp; CW)

❖ ‡@Consecrated Chapel architecture (Freq: Regional; 5,500 gp; SBG)

A&EG – Arms and Equipment Guide, CSc – Cityscape, CMag – Complete Mage, SC – Spell Compendium, CAdv – Complete Adventurer, CW – Complete Warrior, RW – Races of the Wild, SBG – Stronghold Builder's Guidebook

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