



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER7-06 *The Swan and the Crow*

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 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

➤ **Debt of Gratitude:** For saving his life, Torc of Heironeous offers to help you learn any one (1) of the following spells or combat feats ☐ *crown of smiting* ^{M12}, ☐ *blessing of the righteous* ^{M12}, ☐ *divine retaliation* ^{M12}, ☐ *Brutal Strike* ^{M12}, ☐ *Cometary Collision*, ☐ *Intimidating Strike* ^{M12}, ☐ *Indomitable Will* ^{M12}, or ☐ *Lunging Strike* ^{M12}

➤ **Friend of House Avgustin:** You discovered the plot of Godeleva Langmuir and saved the town of Swan. In return, any one item of your choice from the list below is changed to Regional access. If this PC previously received the Favor of House Avgustin from VER7-05 *The Lion and the Dragon*, choose two items that may be changed to Frequency [Any]. Mark the item(s) now. Purchasing limits still apply.

➤ **Afoul of the Law:** You were arrested by Mounted Borderers for the following crime(s) and given the corresponding punishment(s):

Crime:

Punishment:

➤ **Appreciation of Waldgraf Delevau:** For saving the Third Company from the Great Trap, you gain three Influence points with Lord Delevau. Alternatively, each may be spent immediately to directly negate one low crime and corresponding punishment from *Afoul of the Law*.

➤ **Respect of Lord Estival:** You killed Alber Guildenstern, a dangerous agent in the Viscounty. In appreciation for your service, Lord Estival offers you an immediate upgrade to your *Ring of Estival* (from VER6-03 *Castle Estival*) at half of the normal gp cost. Additionally, it costs no Influence points. Normal TU and XP costs apply. The PC must already possess the *Ring of Estival* prior to playing this adventure, and this special upgrade must be applied on this AR.

➤ **Vile Hex of Alber Guildenstern:** Although you foiled his plans, the master spy Alber Guildenstern escaped. Unfortunately, he knows who you are. This may have ramifications in the future.

➤ **Thanks of Lord Langmuir:** The lord of House Langmuir hopes to atone for the transgressions of his house. Ludovic grants you five (5) Influence points with House Langmuir.

➤ **Fealty to Lord Langmuir:** In order to ensure the solidarity of his control over House Langmuir, Ludovic requires all members of the Langmuir Regulators metaorganization to denounce Lady Godeleva and swear fealty to him. Those who refuse are expelled from the metaorganization immediately. PCs who earned the **Loyal to Lord Ludovic** reward from VER7-05 *The Lion and the Dragon* are awarded 5 influence points.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Anklet of transposition* (Freq: Adv; MiC; 1,400 gp)
- ❖ *Brute gauntlets*, (Freq: Adv; MiC; 500 gp)
- ❖ *Circlet of persuasion* (Freq: Adv; DMG; 4,500 gp)
- ❖ *Elemental gem (fire)* (Freq: Adv; DMG; 2,250 gp)
- ❖ *Healing belt* (Freq: Adv; MiC; 750 gp)
- ❖ *Piercer cloak* (Freq: Adv; MiC; 900 gp)
- ❖ *Torc of displacement* (Freq: Adv; MiC; 2,000 gp)
- ❖ *Universal solvent* (Freq: Adv; DMG; 50 gp)
- ❖ *Wand of magic missiles* (3rd level, 20 charges), Freq: Adv; DMG, 900 gp [limit 1]

APL 6 (as APL 4 plus the following)

- ❖ *Wand of magic missiles* (5th level, 20 charges) (Freq: Adv; DMG; 1,500 gp [limit 1])

APL 8 (as APL 4-6 plus the following)

- ❖ *Wand of magic missiles* (7th level, 20 charges) (Freq: Adv; DMG; 2,100 gp [limit 1])

APL 10 (as APL 4-8 plus the following)

- ❖ *Wand of magic missiles* (9th level, 20 charges) (Freq: Adv; DMG; 2,700 gp [limit 1])

MiC – Magic Item Compendium

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

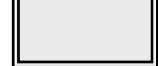
Starting TU

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