



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER7-08 Race the Spirit's Lightning

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#

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

Gnomish Spectacles Upgrade: Based on experiences in this adventure, this PC may upgrade the Gnomish Spectacles from VER6-02 *Delve the Wizard's Dungeon* with the following powers at the following cost after any Verbobonc regional adventure:

- ☐ +2 Intelligence. Cost: 1,500 gp; +1 to Ego score. If this raises two attributes to 14 or more, the spectacles gain the power of speech (Common, Gnome and Dwarf) and 120 ft. low-light vision and hearing.
- ☐ Protection from evil on the wearer 1/day. 1,000 gp; +1 to Ego score.
- ☐ Once per day, the PC can cast *spiritual advisor* (*Complete Champion*) as the spell (caster level equals character level). Although the mechanics of the spell are unchanged, the advisor is the spirit within the spectacles. 16,000 gp; +2 to Ego score.

Metaorganizational Access: Members of the Wrinkle Academy at the time of this adventure receive Frequency [Regional] access to those items obtained in the *Items Found During the Adventure* section.

A Loyal Companion? You have learned that Wee Jas sent several of her agents to mortal wizards as familiars in order to further her own designs. Although your familiar won't admit to being a secret agent of the Stern Lady, you have your suspicions. Whenever your familiar is within arm's reach, in addition to the benefits of the Alertness feat (as usual) you also gain a +2 insight bonus on all saving throws against necromancy spells and effects and death effects. If you do not currently have a familiar, cross out this entry.

Looted the Looters: You elected to keep some of the treasure that was clearly looted from the citizenry of Verbobonc City while they were incapacitated.

- You spend 10 TU trying to avoid serious punishment for a crime you did not commit.
- You forfeit all gold earned for this adventure, including any gold as a result of rewards from other adventure records.
- You receive -10 affiliation points if you are a member of the Church of Heironeous, the Church of Pelor, or the Church of Rao. This increases to -20 affiliation points if you are a member of the Church of Saint Cuthbert.
- You receive -5 promotion points if you are a member of the Mounted Borderers.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Cloak of elemental protection (Freq: Adv; MIC; 1,000 gp)
- ❖ Salve of minor spell resistance (Freq: Adv; MIC; 1,350 gp)
- ❖ Wand of false life (CL 3rd, 14 charges) (Freq: Adv; DMG, 1260 gp)
- ❖ Amber amulet of vermin (huge monstrous scorpion) (Freq: Adv; MIC; 700 gp)

APL 6 (as APL 4 plus the following)

- ❖ Chasuble of fell power (Freq: Adv; MIC, 8,000 gp)

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

- ❖ Amber amulet of vermin (giant stag beetle) (Freq: Adv; MIC; 1,200 gp)

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

- ❖ Chasuble of fell power, greater (Freq: Adv; MIC, 18,000 gp)

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 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