



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
VER8-05 Quisling
A Regional Adventure
Set in Verbobonc



Play Notes:

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

Home Region

Adventure Record#

598 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

APL 12

max 1,575xp; 3,300gp

Touched by a Vitreous Drinker: You have suffered the touch of an undead monstrosity. Milky cataracts cover your eyes. You cannot see more than 60 feet, and all melee and ranged attacks you make within this range have a 20% miss chance. This effect can be removed only with a *greater restoration* or a *miracle*, or by destruction of the drinker that stole your sight.

Secret: This character has learned that Viscount Wellborn Estival is actually Halmadar the Cruel.

Reward of Lord Milinous: For restoring the soul of his wife, Lady Elinor Asbury, Lord Milinous provides you with access to one of the following weapon enhancements at half cost (all MIC): *blindsighted*, *chargebreaker*, *enervating*, *force*, *impact*, *impaling*, *knockback*, *revealing*, *shadowstrike* or *whirling*.

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Soul Keeper: You have elected to keep ____ (number from 1 to 10) of the onyx gems which you know to contain the souls of victims of Obmi the Wicked. The souls have cursed you. Whenever you roll a natural 20, treat it as a natural 1 instead. This curse afflicts you until you have rolled a number of natural 20s equal to the number of onyx gems you have kept. Your DM may rule that frivolous rolls intended to extinguish this curse prematurely (such as repetitive Search rolls in a safe area) do not reduce this curse. There is no way to remove this curse short of a *miracle* spell. Add 200 gp to the "Items Sold" portion of this AR for each onyx gem which you have kept.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ *Cloak of elemental protection* (Adventure; *Magic Item Compendium*; 1,000 gp)
- ❖ *Globe of sunlight* (Adventure; *Magic Item Compendium*; 6,000 gp)
- ❖ *Wand of invisibility* (CL 3rd, 10 charges) (Adventure, DMG, 900 gp)
- ❖ *Wand of mage armor* (CL 1st, 10 charges) (Adventure, DMG, 150 gp)

APL 6 (all of APL 4 plus the following)

- ❖ *Glitter stone* (Adventure; *Magic Item Compendium*; 450 gp)

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

- ❖ *Anklet of translocation* (Adventure; *Magic Item Compendium*; 1,400 gp)
- ❖ *Galeb duhr hammer* (Adventure; *Magic Item Compendium*; 5,312 gp)

APL 10 (all of APLs 4-8 plus the following)

- ❖ *Gloves of the titan's grip* (Adventure; *Magic Item Compendium*; 14,000 gp)
- ❖ *Ring of mystic healing* (Adventure; *Magic Item Compendium*; 3,500 gp)

APL 12 (all of APLs 4-10 plus the following)

- ❖ *Goggles of draconic vision* (Adventure; *Magic Item Compendium*; 16,000 gp)

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

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

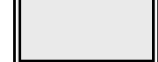
Starting TU

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