



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
VERIntro 5-02: A Debt to Pay
An Introductory 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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

APL 2

max 450xp; 450gp

Influence with the Family: Your participation in this endeavor has garnered you the attention of the Family.

- ☐ Your keen personality for negotiating has brought you to the notice of the Family by successfully managing the exchange without Neidler's assistance. You gain one (1) Influence Point with the Family. In addition to the standard uses for Influence in Verbobonc, this influence may be used to enter the Political division of the Family.
- ☐ Your ability to act discretely in the delivery of sensitive packages has been noticed by the Family. You gain one (1) Influence Point with the Family. In addition to the standard uses for Influence in Verbobonc, this influence may be used to enter the Collections and Recovery division of the Family.

Only one (1) influence may be gained with this reward, and the character must still meet all requirements to join the Family metaorganization.

Infamy with the Family: Your bumbling of the operation has created more than a few enemies in the Family. You gain two (2) Infamy points with the Family. This Infamy must be removed (by using 2 Influence points with the Family or the Viscount) before the character is eligible for any membership with the Family.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

This area is typically used to list items from the DMG that are now available for purchase as a result of the adventure. As an Introductory Scenario, this event does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK Event.

- ❖ All items from the PHB, tables 7-3, 7-5, 7-6, and 7-8 with the exception of spells
- ❖ Any +1 weapon or armor of a type listed in the PHB
- ❖ Any potion, oil, or scroll from DMG valued at 750gp or under
- ❖ A normal, masterwork, or +1 version of a weapon type listed in the PHB made of alchemical silver or cold iron
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armor
- ❖ +1 Bracers of Armor
- ❖ +1 Cloak of Resistance
- ❖ Amulet of Health +2
- ❖ Cloak of Charisma +2
- ❖ Gauntlets of Ogre Power
- ❖ Gloves of Dexterity +2
- ❖ Headband of Intellect +2
- ❖ Periapt of Wisdom +2

You must have campaign documentation to purchase items not found on the above list. Adventure Records are the most common form of documentation.

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 Items _____

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