



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VERIntro7-01: Small Souvenirs
An Introductory 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 2

max 450xp; 450gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

☛ **Influence of the Elven Clans:** You have behaved considerably toward the agents of the Elven Clans, and this has garnered you some measure of respect. You receive one (1) influence point each time you play an adventure that involves the *Elven Clans of the Gnarley Forest*. Should you ever gain infamy with the Elven Clans, or earn disfavor or any other entry that is considered negative by the Elven Clans, you forfeit this reward and all accumulated influence points with the *Elven Clans of the Gnarley Forest*.

☛ **Favor of Threnodee:** You made a good effort to die on the adventure, and Threnodee is grateful. You receive one (1) influence point with the *Wrinkle Academy* during any adventure where Threnodee is present. Additionally, you receive 3 Affiliation Points with the *Wrinkle Academy* if you are a member of that metaorganization.

☛ **Favor of Sheernobb:** Your assistance has gotten you friends amongst the gnomes of Sheernobb. You gain free Adventure Lifestyle [Standard] during any adventure that takes place in the Kron Hills or Sheernobb. You also receive 5 influence points with Clan Tuvor.

☛ **Infamy of the Elven Clans:** For killing one of their own, the Elvish Clans of the Gnarley have marked you with great disfavor. You receive 10 Infamy Points with the *Elven Clans of the Gnarley Forest*. Furthermore, you receive a -10 circumstance penalty to all Charisma-based skill checks with members of the Elven Clans, and you tend to be targeted preferentially during any combat with members of the Elven Clans. Such preferential treatment does not cause the attacking elves to behave in a reckless or self-destructive manner.

You may avoid initially being recognized (and thus avoid the circumstance penalty and preferential targeting) by making a Disguise check (DC 15 + your character level). If you gain the Leadership feat, the Disguise Check DC changes to 15 + your Leadership score).

This preferential targeting does not prevent the elves from using other methods to determine your identity should you give them reason.

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, Open items (as defined in Appendix 4: Access of the LGCS 7.5) are available for purchase after any LIVING GREYHAWK Event.

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