



This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

Has Completed  
Mirror in a Quagmire  
A Regional Adventure  
Set in the Viscount of Verbobonc

Play Notes:

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

Adventure Record#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

APL 2  
max 450 xp; 400 gp

APL 4  
max 675 xp; 600 gp

APL 6  
max 900 xp; 800 gp

APL 8  
max 1,125 xp; 1,250 gp

- Influence Point with House Milinous for helping search the burned out Way Station.
- Infamy with House Milinous for causing any sort of problem with Milinous' patrol during the search of the burned out Way Station.
- Influence with the Family in Verbobonc for returning the ledger from the burned out Way Station.
- Infamy with the Family in Verbobonc for tying the family in some way to this little affair.
- Infamy with Athelia, Crone of the Kron. This scenario costs you an additional 2 time units and you have earned Infamy with the Crone of the Kron. Your only benefit out of this is that you get a +10 on your next two swim checks, from the two weeks you spent as a turtle.
- Influence with Athelia, Crone of the Kron for helping her with a few errands.
- Favor of Athelia, Crone of the Kron. This favor is good for adding specific enhancements to any armor. She will add any one of the following: +2, *blinding*, *glamered*, or *light fortification*. Calculate the total cost to the character by comparing the new price of the armor to the old price. This is a one use favor (cross off when used) and only one of the above four enhancements can be added.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

- APL 2
- ❖ Heward's Handy Haversack (Frequency: Adventure; DMG)
  - ❖ Buckler, Darkwood (Frequency: Adventure; DMG)
  - ❖ Ring of Sustenance (Frequency: Adventure; DMG)

- APL 4 (all of APL 2 plus the following)
- ❖ +1 Buckler, Darkwood (Frequency: Adventure; DMG)
  - ❖ Oil of Magic Vestment [+1] (Frequency: Adventure; 5<sup>th</sup> level caster; DMG)

- APL 6 (all of APLs 2-4 plus the following)
- ❖ +1 Chain Shirt, Shadow (Frequency: Adventure; DMG)

- APL 8 (all of APLs 2-6 plus the following)
- ❖ +2 Buckler, Darkwood (Frequency: Adventure; DMG)
  - ❖ Oil of Magic Vestment [+3] (Frequency: Adventure; 12<sup>th</sup> level caster; DMG)

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 \_\_\_\_\_

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

GP FINAL GP TOTAL

Items Sold


Total Value of Sold Items \_\_\_\_\_

Add 1/2 this value to your gp value

Items Bought


Total Cost of Bought Items \_\_\_\_\_

Subtract this value from your gp value