



This Record Certifies that

Played

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

Has Completed  
**VER7-05: The Lion and the Dragon**  
 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 \_\_\_\_\_

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

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



Adventure Record#  
**597 CY**  
 ADVENTURE  
 LEVEL OF  
 PLAY  
 (CIRCLE ONE)

**APL 2**  
 max 450xp; 450gp

**APL 4**  
 max 675xp; 650gp

**APL 6**  
 max 900xp; 900gp

**APL 8**  
 max 1,125xp; 1,300gp

**👑 Spoils of War:** You have served as a member of the army of House Avgustin and defeated a number of foes in combat engagements. You receive Frequency [Regional] access to all items marked with a dagger (†). Items purchased on this AR as a result of this access cost one-half the listed price of the item. This discount cannot be combined with any other discount.

**👑 Favor of House Avgustin:** You have served House Avgustin in its campaign against Lord Shannus. In return, you may spend 1 TU after any adventure to travel to Avgustin's lands, where they assist you with access to any of the following enhancements  
**Weapons:** enhancement (*changeling*<sup>MIC</sup>, *dragonhunter*<sup>MIC</sup>, *implacable*<sup>MIC</sup>);  
**Armor:** enhancement (*commander*<sup>MIC</sup>, *dragondodger*<sup>MIC</sup>, *retaliation*<sup>MIC</sup>)

**👑 Lizardfolk Scales:** You have recovered some of the scales from the strange lizardfolk you fought. These scales bend light in strange ways, causing you to blend into the surroundings. You may apply the scales to any cloak you possess to receive a +5 racial bonus on Hide checks at a cost of 1,500 gp. Additionally, you may improve this cloak with enhancements appropriate for the shoulder body slot, according to **TABLE 6-11** of the *Magic Item Compendium*.

**👑 Favor of House Stefania:** You have served House Stefania in its campaign against Lord Shannus. In return, you may spend 1 TU after any adventure to travel to Stefania's lands, where they assist you with access to any of the following enhancements:  
**Weapons:** enhancement (*defending*<sup>MIC</sup>, *hunting*<sup>MIC</sup>, *shattermantle*<sup>MIC</sup>);  
**Armor:** enhancement (*fortification [moderate]*<sup>MIC</sup>, *healing*<sup>MIC</sup>, *retaliation*<sup>MIC</sup>)

**👑 More Courage than Wisdom:** You chose to split your party and were able to both save Field Marshal Yronl and the Safflynd House Guards. You receive access to the weapon and armor enhancements listed under the Favours of House Stefania and House Avgustin, and may spend TU's to gain the **Blessings of the Summoner**

**👑 Blessing of the Summoner:** You have personally saved the life of Field Marshal Yronl, and earned the favor of Lady Elise Brandenburg. By spending 5 TU's you may travel to House Avgustin and meditate at the shrine to Trithereon there. There the character may, as a swift action, invoke the blessings of the Summoner, receiving the benefit of a *freedom of movement* spell. The effects are as if it was cast by a spellcaster equal to the character's level at the time the favor is invoked. Cross off this favor when it is used.

TU  
 Starting TU

I OF 2 TU  
 TU Cost

TU  
 Added TU Costs

TU REMAINING

**ITEMS FOUND DURING THE ADVENTURE**  
 Cross off all items **NOT** found  
**All APLs:**  
 ❖ † Elixir of Adamantine blood (Freq: Reg, MiC, 500 gp)  
 ❖ † Memento magica (1<sup>st</sup> level)(Freq: Reg; MiC, 750 gp)  
 ❖ † Alchemical weapon capsule: quicksilver (Freq: Adv; CAD, 100 gp)  
 ❖ Crystal of Adamant Armor, Least (Freq: Adv; MiC, 300 gp)  
 ❖ Crystal of Iron Ward Diamond, Least (Adv, MiC; 500 gp)  
 ❖ Everlasting Rations (Freq: Adv; MiC; 350 gp)  
 ❖ Watch Lamp (Freq: Adv; MiC; 500 gp)

MiC – Magic Item Compendium

XP  
 Starting XP

XP  
 XP lost or spent

XP  
 Subtotal

+ XP  
 XP Gained

XP  
 FINAL XP TOTAL

**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  
 FINAL GP TOTAL

**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