



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Dyv7-01 Vanguard
A Regional Adventure
Set in the Dyvers 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

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Invitation of House Navoy: You have recovered all of the intelligence the goblins have regarding Turrosh Mak's involvement in the region. Lord Navoy gives you access to the Protégé of House Navoy.

Invitation of House Dagby: You have saved the life of Wilfed Straighttree, who is well connected to House Dagby. Lord Dagby gives you access to the Protégé of House Dagby.

Invitation of House Darkleaf: You have saved the life of Yonni Darkleaf, who is a member of House Darkleaf. Lord Darkleaf gives you access to the Protégé of House Darkleaf.

The Halfling Way: For your efforts in aiding Bainbridge, you gain access to the Halfling Racial Substitution levels: Halfling Druid, Halfling Monk, Halfling Rogue.

Laki Wargfreund's Spellbook: The spellbook contains the following spells.

APL 2: *greater mage armor*, 300 gp.

APL 6: As above plus: *defenestrating sphere*, *dispelling screen*, 1,100 gp.

APL 8: As above plus: *prismatic ray*, 1,600 gp.

Welcome to town: For your efforts in aiding the town, the citizens of Banebridge aid you in the building of a residence in their town (per the *Dyvers Town and City Project*). This aid results in a 10% reduction in cost to your new building or upgrade.

Dagby Dog: For aiding the village of Banebridge, you are rewarded by the famous Dagby house kennels. You may purchase a single dog from the kennels. Members of the IHS gain Access: Regional to the kennels. (see regional document *Dagby House Riding Dogs*)

Banebridge Local Hero: For coming to the aid of your fellow citizens in their time of need, you may upgrade your existing house in Banebridge to a grand house at a 25% discount. This only applies to PCs who were members of the Banebridge Town Project at the beginning of this module.

"We've got that": For coming to the aid of your fellow citizens of Banebridge in their time of need, they make sure you have access to equipment you may need. Any item listed on this AR as Access: Adventure is instead considered Access: Regional. This only applies to PCs who were members of the Banebridge Town Project at the beginning of this module.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ *catstink* (Adventure; Complete Adventurer)
- ❖ *hat of disguise* (Adventure; DMG)
- ❖ *Laki Wargfreund's spellbook* (see above; Adventure)

APL 4 (all of APL 2 plus the following)

- ❖ *Slippers of spider climbing* (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *lesser metamagic rod of silence* (Adventure; DMG)
- ❖ *Laki Wargfreund's spellbook* (see above; Adventure)

APL 8 (all of APLs 2-6 plus the following)

- ❖ *pearl of power*, *1st-level spells* (Adventure; DMG)
- ❖ *Laki Wargfreund's spellbook* (see above; Adventure)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *vest of escape* (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *ring of counterspells* (Adventure; DMG)
- ❖ *+1 keen battleaxe* (Adventure; 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

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

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

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