

by	ord Certifies that  Played  RPGA #		Play Notes:  ☐ Gained a level ☐ Lost a level ☐ Ability Drained ☐ Died ☐ Was raised/res'd ☐ Was reincarnated ☐ Home Region	Adventure Record#  596 C  ADVENTUR LEVEL OF PLAY (CIRCLE ONE)
	the Merchant's Highway	Event:	Date:	APL 2
	venture Set in Verbobonc	DM:	Date.	max 450 xp; 450 g
		Signature	RPGA#	
adventure, this characte from VER6-02 Delve the powers at the following adventure:    Increase spectric to Ego scomore, the second from the se	the Wizard's Dungeon with the following ng cost after any Verbobonc regional stacles Intelligence by +2. Cost: 1,500 gp; ore. If this raises two attributes to 14 or spectacles gain the power of speech nome and Dwarf), 120 ft. low-light vision Knowledge [Geography] if the spectacles have ranks in this skill. Cost: 4,000 gp; +1 If the Gnomish Spectacles cannot speak, it the the results of successful checks with	Galans Token. This token the following:  Three (3) influence of the control of th	n may be traded in at any time for any of uence Points with Lord Galans.   The points with Lord Galans.   The points (light or heavy), or warhorse (light heavy), or warhorse (light heavy), or warhorse (light heavy), or warhorse (light heavy) or less to any wondrous item from the DMG or gp or less. Galans Tokens used for this key, for example, spending three Galans is one-time access to any wondrous item of Galans or less (but voids all Tokens).	APL 4 max 675 xp; 650 gp  APL 6 max 900 xp; 900 gp
TU  Starting TU  I OT 2 TU  TU Cost  TU  Added TU Costs  TU REMAINING	ITEMS FOUND DURING THE ADVENTURE  Cross off all items NOT found  APL 2  Masterwork truncheon (Freq: Adv, BoED, 302 gp)  Mithral shirt (Freq: Adv, DMG, 1,100 gp)  † Horseshoes of speed (Freq: Adv, DMG, 3,000 gp)  Ring of feather falling (Freq: Adv, DMG, 2,200 gp)  Sacred scabbard (Freq: Adv, CW, 4,400 gp)  APL 4 (as APL 2 plus the following)  Cloak of resistance +2 (Freq: Adv, DMG, 4,000 gp)  † Horseshoes of a zephyr (Freq: Adv, DMG, 6,000 gp)  † Lance of the last rider (Freq: Adv, CW, 8,306 gp)		Lifestyle  None Standard (12 gp x TU) Rich (50 gp x TU) Luxury (100 gp x TU)  Lifestyle Cost Other Coin Spent  Items Sold	GP  Starting GP  - GP  GP Spent  GP  Subtotal  + GP  GP Gained
XP  Starting XP  XP  XP   XP   XP    Subtotal   XP    XP   XP   XP   XP    XP   XP	APL 6 (as APL 2-4 plus the follow  ❖ Gloves of dexterity +4 (Freq: Av., DM  ❖ †Standard of the galloping s 8,000 gp)  BoED − Book of Exalted Deeds CW − Complete Warrior DMG2 − Dungeon Master's Guide HB − Heroes of Battle	Adv, DMG, 16,000 gp) G2, 12,000 gp) teed (Freq: Adv, HB,	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 Subtotal  + GP GP Gained GP Subtotal  - GP GP Spent