



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)

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

DM: \_\_\_\_\_

Signature

RPGA #

APL 2

max 450xp; 450gp

☛ **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 identify should you give them reason.

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

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.

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value