



This Record Certifies that

Played

by

Player

RPGA #

Has Completed  
*Stone Cold*

A Metaregional Adventure  
Set in The Empire of Iuz



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#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

APL 14

max 1,800xp; 6,600gp

☛ **Favor of the Stonespeakers:** Gain TWO of the following; cross off the rest. This favor costs an additional two (2) TUs.

- TWO of the following feats: Mountain Fighter (D315), Powerful Charge (MH), Greater Powerful Charge (MH), Hurling Charge (MH), Reckless Charge (MH).
- Magic items marked with an asterisk (\*) below.
- TWO of the following spells (SC): *tremor*, *lay of the land*, *greater stone shape*, *stonehold*, *master earth*, *bombardment*.
- Add storm elemental (MM III) to your list of creatures for the *summon nature's ally* or *summon monsters* spells.
- Dire eagle alternate form (RoS and MM III) for purposes of wildshape, polymorph, or similar abilities.
- Dire eagle animal companion (RoS).
- Access to gain a fully grown and trained dire eagle (RoS) (Costs 4,250 gp).

☛ **Goat-ball Trophy:** You are given a bone trinket carved into the shape of a horned goat's head. If worn openly, you gain a +2 circumstance bonus to Diplomacy when dealing with goliaths.

☛ **Favor of the Guildsmen:** Trading the magical beast furs, feathers and hides to the Guildsmen of High Art grants you Iuz Metaregional access to ONE of the following. This access can only be used once. Cross out when used.

- TWO Core access spells for scribing purposes or the purchase of scrolls (one-time purchase only).
- Bane (magical beasts) weapon enchantment.
- ONE of the following: winged shield, minor cloak of displacement, cloak of displacement, winged boots, or wings of flying.

☛ **Strange White Dragon Scale:** The bearer of this scale and all allies within 30 ft. gain a +2 luck bonus to Armor Class against dragons. This item only functions for creatures with the magical beast type and does not take up an item slot.

Frequency: Adventure. Faint abjuration; CL 3rd; *antidragon aura*<sup>DRA</sup>, Craft Wondrous Item, Dragon Hunter Bravery<sup>DRA</sup>; Price 3,000 gp; Weight 1 lb.

☛ **Learn Something New:** You may learn the goliath's language, Gol-kaa. Skill points in Speak Language must be spent as normal.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

- ❖ Masterwork composite greatbow (+4 Str) (Adventure, Complete Warrior, 900 gp)
- ❖ Large masterwork composite greatbow (+4 Str) (Adventure, Complete Warrior, 1100 gp)
- ❖ Masterwork goliath greathammer (Adventure, Races of Stone)
- ❖ Large masterwork goliath greathammer (Adventure, Races of Stone, 360 gp)
- ❖ Masterwork greatspear (Adventure, Complete Warrior)
- ❖ Large masterwork greatspear (Adventure, Complete Warrior, 350 gp)
- ❖ Goliath healing kit (Adventure, Races of Stone)
- ❖ Military flyer's saddle (Adventure, Races of Stone)
- ❖ *Strange white dragon scale* (Adventure, see above)
- ❖ *Elemental gem (air)* (Adventure, DMG)\*
- ❖ *Elemental gem (earth)* (Adventure, DMG)\*
- ❖ *Elemental gem (fire)* (Adventure, DMG)\*
- ❖ *Elemental gem (water)* (Adventure, DMG)\*
- ❖ *Ring of climbing* (Adventure, DMG)\*
- ❖ *Ring of improved climbing* (Adventure, DMG)\*
- ❖ *Ring of feather falling* (Adventure, DMG)\*
- ❖ *Ring of jumping* (Adventure, DMG)\*
- ❖ *Ring of improved jumping* (Adventure, DMG)\*
- ❖ *Rope of stone* (Adventure, Complete Adventurer)\*

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

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

TU

Starting TU

I 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