



This Record Certifies that

Played

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

Has Completed

*Ver5-03 Minions of Shadow and Fire*  
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#

**595 CY**  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

**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

**Soul Forged:** The character has been touched by the essence of Moradin, god and father of the dwarves. The stone now sings to you as you tread upon its surface, and the silent wonders of the mountain and rock are open to your senses. You have been either Reborn or Remade:

**Reborn:** Though you died, Moradin has recognized your valor. Your soul was reformed and has received the effects of a *true resurrection* spell at a cost of 20 TU. This cost is reduced by 1 TU for each previously-played adventure in the Verbobonc Dwarven series. Number of TU: (Min: 14, Max: 20) \_\_\_\_\_

**Remade:** The infusion of dwarven essence has made you part-dwarf, or served to enhance your dwarven abilities. You receive one of the following:

- Non-dwarf: You are treated as a dwarf for purposes of meeting feat requirements, for activating dwarven-only magic items, for adjudicating affects that treat dwarves differently from other races, and the like.
- Dwarf: You gain one extra favored class, chosen from the following list: cleric, favored soul (*Complete Divine*), marshal (*Miniatures Handbook*), paladin.

**Hero of Clan Rockhall:** Your prestigious actions have garnered recognition in the eyes of Clan Rockhall. You gain a +4 bonus on all Charisma-based checks with Clan Rockhall, and Frequency: Any access to all equipment listed on Tables 7-1, 7-2, and 7-4 in Races of Stone.

**Influence with Clan Rockhall:** The character receives one (1) influence point with Clan Rockhall for each adventure played in the Verbobonc Dwarven series (max of 6): \_\_\_\_\_

**Metaorg Access:** Characters who are members of any Verbobonc meta-organization at the time of the adventure may treat asterisked (\*) items as Frequency: Regional due to the words of praise relayed by the dwarves throughout the Viscounty.

**Channel of Moradin:** Moradin has used your body to channel his power. This is considered contact with Moradin for purposes of qualifying for a prestige class with this requirement – including, but not limited to, Contemplative (*Complete Divine*).

TU

Starting TU

**I OF 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Dwarvencraft heavy plate armor (Adventure; RoS)
- ❖ Signature crest (Adventure; RoS)
- ❖ *Badge of valor* (Adventure; CV)

APL 6 (all of APL 4 plus the following)

- ❖ +1 *knockback* arrows (Adventure; CW; Cost 1,294 gp) Can only buy 2.
- ❖ +1 *large breastplate* (Adventure; DMG)
- ❖ +1 *large javelin* (Adventure; DMG)
- ❖ Earthsilk rope (Adventure; RoS)

APL 8 (all of APLs 4-6 plus the following)

- ❖ \**Scroll of earth hammer* (CL: 9; Adventure; RoS)
- ❖ +1 *knockback* arrows (Adventure; CW; Cost 2,588gp) Can only buy 4.
- ❖ +2 *large greataxe* (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ \**Heward's Handy Haversack* (Adventure; DMG)
- ❖ +2 *large adamantite greataxe* (Adventure; DMG)
- ❖ \**Stone Salve* (Adventure, DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ *Ring of counterspells* (Adventure; DMG)
- ❖ *Boots of striding and springing* (Adventure; DMG)
- ❖ *Dusty rose ioun stone* (Adventure; DMG)
- ❖ *Dust of disappearance* (Adventure; DMG)
- ❖ *Periapt of wisdom +4* (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

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