



# This Record Certifies that

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

**Has Completed**  
GEO4-04 Forest of Stone  
A Regional Adventure  
Set in Geoff



### Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**APL 4**  
max 675 xp; 650 gp

**APL 6**  
max 900 xp; 900 gp

**APL 8**  
max 1,125 xp; 1,300 gp

**APL 10**  
max 1,350 xp; 2,300 gp

**APL 12**  
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

#### Boon of the Stonereavers

For saving them from the domination of the Gem, the dwarves offer this PC access (Frequency: Adventure) to purchase mithral from them. At APL 4, this PC gains access to purchase any mithral form (limit one item) of PH light armor, PH simple weapon, PH martial weapon, dwarven urgosh, and dwarven waraxe. At APLs 6 and 8, add PH medium armor to that list. At APLs 10 and 12, add PH heavy armor to that list. Mark this boon when it is used.

#### Greater Boon of the Stonereavers

For staying behind to help the Stonereaver clan in their time of need this PC is offered additional aid by the dwarves. The dwarves offer this PC access (Frequency: Adventure) to purchase one of the following upgrades or items: *fire resistance armor/shield special ability, improved fire resistance armor/shield special ability, light fortification armor/shield special ability, medium fortification armor/shield special ability, heavy fortification armor/shield special ability, mighty cleaving weapon special ability, holy weapon special ability, axiomatic weapon special ability, belt of dwarvenkind, stone salve, everfull mug (A&EG), burrowing pitons (A&EG), steadfast stone (A&EG).* Mark this boon when it is used.

#### Trellana's Spellbook

1<sup>st</sup>—mage armor, magic missile, ray of enfeeblement, shield; 2<sup>nd</sup>—glitterdust, invisibility, scorching ray, blindness/deafness, cat's grace; 3<sup>rd</sup>—fireball, dispel magic, haste, slow, resist energy; 4<sup>th</sup>—enervation, confusion, ice storm, greater invisibility; 5<sup>th</sup>—waves of fatigue, wall of force, wall of stone, cone of cold; 6<sup>th</sup>—chain lightning, disintegrate, greater dispel magic; 7<sup>th</sup>—forcecage, prismatic spray. Market Price: 4,850 gp; Weight: 3 lbs.

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:

- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Dusty Rose Prism Ioun Stone (Adventure, DMG)
- ❖ Trellana's Spellbook (Adventure, see above)

APL 6 (APL 4 Items plus):

- ❖ Wand of False Life (3<sup>rd</sup> level caster, Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ Wand of Dispel Magic (5<sup>th</sup> level caster, Adventure, DMG)
- ❖ Wand of Ice Storm (7<sup>th</sup> level caster, Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ +1 Huge Greataxe (Adventure, DMG)
- ❖ Pearl of Power – 1<sup>st</sup> level (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ +1 Huge Morningstar (Adventure, DMG)
- ❖ Headband of Intellect +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 Items \_\_\_\_\_

**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