



This Record Certifies that

Played by _____ Player RPGA # _____

Has Completed
GEO7-04 Orb of War
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#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Cross out any game effects this character does not gain.

Favor of Shield Lord Torm Rockbender: This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle one selected): weapon special abilities - corrosive (MIC), earth elemental power (DMG2); armor special abilities - fortification (any type), fortifying defense (DMG2). Favor Level B. Mark this Favor as USED when it is spent.

Alternatively, it can be used to gain one of the following instead (at an additional cost of 1 TU):

Dwarvencraft Gift: Torm offers to have the metal smiths of Deepholm create a dwarvencraft item (Races of Stone). This item is limited to a weapon, armor, or shield to which this PC already has access, and the PC must pay its full cost.

Dwarven Companion: Torm will arrange for the PC to have her pick of a litter of trained deep hounds (Races of Stone), at a cost of 4,250 gp.

Dwarven Blessing: Torm will cast any Open divine spell of 9th level or lower before or after any Geoff Regional adventure. His domains are Protection and Earth. Torm will NOT cast any spell that is evil, chaotic, harms other creatures, or has an XP cost. The PC must pay for any material component.

Captured!: You've been captured by the duergar of the Sundered City and sentenced to their favorite punishment: to be worked to death. Contact the Geoff Triad (triad@gyruff.org) for further details.

Favor of Arglwyth Krelor Deepforge: This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle one selected): weapon special abilities - holy; armor/shield special abilities - bashing. Favor Level B. Mark this Favor as USED when it is spent.

This favor may also be used to waive the first year of cantrev land rental (500 gp) for any PC who wishes to become a ffolk or trevdyn of Ystrad Cloer cantrev (metaorganization).

Alternatively, it can be used in conjunction with the Favor of Shield Lord Torm Rockbender to halve the cost of the dwarvencraft gift, dwarven companion, or dwarven blessing (at an additional cost of 1 TU).

Trade Route Founder's Rights: This PC may partner with Krelor and purchase a portion of the caravan, thereby sharing in its future profits (or losses). Any PC who wishes to buy into the caravan must do so at the end of this adventure. The initial buy-in cost is 75 gp x this PC's level.

In return, the PC will see returns based on how well the caravan fairs in the future. The PC will see returns in two possible ways:

Collecting Returns: After any Geoff Regional adventure, you may spend 1 additional TU to gain 10 gp x this PC's level in profit.

Cashing Out: After 1 year from the date on this AR, you may cash out to gain 75 gp x this PC's level in profit. A PC may cash out up to two years after the date on this AR. After that, he is considered to be a partner for life and can't cash out (but may still collect returns).

Note: Your Founder's Rights are subject to the economic health of the dwarven nation and Geoff. If there is ever any future instability, your profits may suffer (this would be noted on future Geoff Regional ARs).

TU Starting TU

1 OR 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)

APLs 4, 6 (all of the following):
- Bracers of Archery, Lesser (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 4, 6 plus the following):
- +1 Bane (Human) Longbow (Adventure; Dungeon Master's Guide)
- Cloak of Elvenkind (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 4, 6, 8 plus the following):
- Boots of Striding and Springing (Adventure; Dungeon Master's Guide)

Members of Army of Stone Metaorganization:
- Dwarven Plate (Regional; Dungeon Master's Guide)
- Adamantine Battleaxe (Regional; Dungeon Master's Guide)
- Spined Shield (Regional; Dungeon Master's Guide)

Members of Clan Deepholm Metaorganization:
- Belt of Dwavenkind (Regional; Dungeon Master's Guide)
- Boots of the Winterlands (Regional; Dungeon Master's Guide)
- Earthsilk Jersey (Regional; Races of Stone)
- Earthsilk Rope (Regional; Races of Stone)

Members of Church of Moradin Metaorganization:
- Candle of Invocation, Lawful Good (Regional; Dungeon Master's Guide; Limit 1)
- Elemental Gem, Earth (Regional; Dungeon Master's Guide; Limit 3)
- True Holy Symbol (Regional; Planar Handbook)

Members of Ystrad Cloer Cantrev Metaorganization:
- Boots of the Winterlands (Regional; Dungeon Master's Guide)
- Lens of Detection (Regional; Dungeon Master's Guide)
- +1 Darkwood Bashing Shield (Regional; Dungeon Master's Guide)

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 Items
Subtract this value from your gp value