



This Record Certifies that

Played

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

Has Completed

VTF4-07 Sticks and Stone

A Fals, Tuflik, Volverdya Meta-Regional  
Adventure Set in Veluna

Play Notes:

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

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

Adventure Record#

**594 CY**  
**ADVENTURE**

LEVEL OF  
PLAY  
(CIRCLE ONE)

**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

**APL 14**

max 1800 xp; 6,600 gp

**APL 16**

max 2,025 xp; 9,900 gp

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

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

**Favor of the Brotherhood of the Vale:** For service to the Brotherhood of the Vale, the brotherhood grants you a favor:

1. Whenever you play a regional or metaregional adventure set in Veluna you gain a +1 circumstance bonus to Charisma-based checks for 1 year from the date on the AR.
2. The Brotherhood of the Vale recognizes you as a potential candidate. You may ignore regional requirements to join the Brotherhood of the Vale as long as you meet all the other requirements.
3. A character currently a member of the Brotherhood of the Vale or the Monastery of the Unseen may forgo the time requirement to be promoted, as long as they meet all the other requirements.

**Notice of the Earth Elemental Prince:** You have been noticed by the Elemental Prince of Earth Ogremoch. He recognizes you as a potential threat. All elementals of the type earth gain a +1 bonus to all attacks made against this character and the hero gets a -1 to all attacks made against any elementals of the type earth.

**A Deal is struck:** The character has made a deal to be present at the blowing of the Horn of Darkness. Characters who made a deal are visited in their dreams for the next 2 TU after this adventure and their deal is concluded – they are fatigued each morning. They are schooled in the use of the Horn but the information is barred from them until they are called to the spot.

**Staying the Course:** The character refused a deal with devils and demons. Fharlanghn himself approves and provides the character with a divine bonus of +2 to a single stat for the next 10 adventures. This bonus does not stack.

**The Horn of Darkness: (ONLY ONE PC MAY HAVE THIS)** The character found the Horn of Darkness and it is now a permanent possession. It is cursed and cannot be removed from his/her presence by any known means yet. The Horn radiates strong evil.

**Two-Faced:** The character chose to make a deal with both devils and demons. From this point onward, all creatures with the subtype Tanar'ri or Baatezu gain a +2 insight bonus to hit, damage and on skill checks against this character, and the character suffers a -2 insight penalty to hit, damage and on spell DCs against said creatures.

TU

Starting TU

**1 OR 2 TU**

TU Cost

- TU

Added TU Costs

TU REMAINING

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 8**

- ❖ *Horn of darkness* (Adventure, DMG, cursed)
- ❖ *+2 Full plate* (Adventure, DMG)
- ❖ *+2 Heavy steel shield* (Adventure, DMG)
- ❖ *+2 Ring of protection* (Adventure, DMG)
- ❖ *Ring of spell storing* (Adventure, DMG)
- ❖ *Periapt of wisdom +4* (Adventure, DMG)

**APL 10** (all of APL 8 plus the following)

- ❖ *+2 Heavy mace* (Adventure, DMG)
- ❖ *+3 Ring of protection* (Adventure, DMG)

**APL 12** (all of APLs 8-10 plus the following)

- ❖ *+3 Full plate* (Adventure, DMG)
- ❖ *+3 Heavy steel shield* (Adventure, DMG)

**APL 14** (all of APLs 8-12 plus the following)

- ❖ *+2 Heavy mace of brilliant energy* (Adventure, DMG)
- ❖ *Periapt of wisdom +6* (Adventure, DMG)

**APL 16** (all of APLs 8-14 plus the following)

- ❖ *+4 Full plate* (Adventure, DMG)
- ❖ *+3 Heavy mace of brilliant energy* (Adventure, DMG)

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 \_\_\_\_\_

**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