

This Record Certifies that

Played

Has Completed Ver5-03 Minions of Shadow and Fire

A Regional Adventure

Set in the Verbobonc Region

by

Player



RPGA #

## Play Notes:

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

Home Region

Event: Date: DM: RPGA # Signature

[] 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).



PLAY (CIRCLE ONE)

APL 4 max 675xp; 650gp

APL 6 max 900xp; 900gp

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

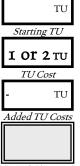
APL 10 max 1,350xp; 2,300gp

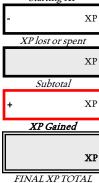
APL 12 max 1,575xp; 3,300gp

TU Starting TU I OT 2 TU TU Cost	ITEMS FOUND DURING THE ADVENTURE Cross off all items NOT found APL 4	Lifestyle          None         Standard (12 gp x TU)         Rich (50 gp x TU)         Luxury (100 gp x TU)	GP Starting GP
- TU Added TU Costs	<ul> <li>Dwarvencraft heavy plate armor (Adventure; RoS)</li> <li>Signature crest (Adventure; RoS)</li> <li>Badge of valor (Adventure; CV)</li> <li>APL 6 (all of APL 4 plus the following)</li> <li>+1 knockback arrows (Adventure; CW; Cost 1,294 gp) Can only buy 2.</li> </ul>	Lifestyle Cost Other Coin Spent Total Coin Spent	- GP <i>GP Spent</i> GP
I'U REMAINING	<ul> <li>* +1 large breastplate (Adventure; DMG)</li> <li>* +1 large javelin (Adventure; DMG)</li> <li>* Earthsilk rope (Adventure; RoS)</li> <li>APL 8 (all of APLs 4-6 plus the following)</li> <li>* Scroll of earth hammer(CL: 9; Adventure; RoS)</li> </ul>	Items Sold	Subtotal + GP GP Gained
XP <i>Starting XP</i> XP	<ul> <li>Schol of Parth Hammer (CL. 9, Adventure, ROS)</li> <li>+1 knockback arrows (Adventure; CW; Cost 2,588gp) Can only buy 4.</li> <li>+2 large greataxe (Adventure; DMG)</li> <li>APL 10 (all of APLs 4-8 plus the following)</li> <li>* Heward's Handy Haversack (Adventure; DMG)</li> </ul>	Total Value of Sold Items         Add ½ this value to your gp value	GP Subtotal + GP
XP lost or spent XP Subtotal	<ul> <li>+2 large adamantine greataxe (Adventure; DMG)</li> <li>* Stone Salve (Adventure, DMG)</li> <li>APL 12 (all of APLs 4-10 plus the following)</li> <li>* Ring of counterspells (Adventure; DMG)</li> </ul>	Items Bought	<i>GP Gained</i> GP <i>Subtotal</i>
XP <i>XP Gained</i> XP	<ul> <li>Boots of striding and springing (Adventure; DMG)</li> <li>Dusty rose ioun stone (Adventure; DMG)</li> <li>Dust of disappearance (Adventure; DMG)</li> <li>Periapt of wisdom +4 (Adventure; DMG)</li> </ul>	Total Cost of Bought Item	- GP GP Spent GP
AI		Subtract this value from your gp value	Gr

[] 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 reforged 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)
- П 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.





FINAL GP TOTAL