



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VER4-05 Dwarven Dawn

A Regional Adventure

Set in the Viscount of Verbobonc



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 2

max 450 xp; 450 gp

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

Check only those that apply, and cross out all others:

☒ **Influence Point with Clan Rockhall**, for returning Rukar Granitesplitter to their care.

☒ Members of the **Dwarven Clan** or **Dwarven Church** meta-org at the time of this scenario have done their people a great service. These members may treat the asterisked items below as Freq: Reg.

☒ **Favor of Clan Rockhall Dwarves**: the dwarves of Clan Rockhall are grateful that you have discovered the entrance to Granite Hall, gateway to their ancient home. The dwarves provide Regional access to one of the following (circle one immediately): adamantine warhammer, adamantine battleaxe, adamantine arrows, mithral breastplate, or mithral full plate.

☒ The Rockhall dwarves have gifted you with one of the fabled **Shields of Rockhall**. This is a *+1 heavy steel shield* which costs 670 gp (frequency: Regional, cannot be crafted).

- A character with a BAB of at least +5 may spend 1,500 gp and expend 1 Influence Point with Clan Rockhall, the Lortmil Dwarves, or the Dwarven Church to upgrade the Shield of Rockhall to a *+2 heavy steel shield*.

<continued>

- A character with a BAB of at least +7 may spend another 2,500 gp and expend another Influence Point with one of the organizations above to upgrade the Shield of Rockhall to a *+2 heavy steel shield, light fortification*.

- A character with a BAB of at least +9 may spend another 7,000 gp and expend another Influence Point with one of the organizations above to upgrade the Shield of Rockhall to a *+2 heavy steel shield, medium fortification*.

- A character with a BAB of at least +11 may spend another 12,000 gp and expend another Influence Point with the organizations above to upgrade the Shield of Rockhall to a *+2 heavy steel shield, heavy fortification*.

These upgrades must be performed in order, but need not be performed all at the same time. No enhancements other than those above may be added to the Shield of Rockhall. A character that converted and kept the Shield of Rockhall from a Year 2 certificate may begin the upgrades at the level the shield had reached at conversion (expect that it is now a heavy steel shield).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- *Mithral Heavy Shield (Frequency: Adventure; DMG)
- *Ring of Sustenance (Freq: Adventure; DMG)
- *Boots of the Winterlands (Freq: Adventure; DMG)

APL 4 (all of APL2 plus the following)

- *+1 Thundering Warhammer (Freq: Adv; DMG)
- *Adamantine Breastplate (Freq: Adventure; DMG)
- *Boots of Levitation (Freq: Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following)

- *Amulet of Health +4 (Freq: Adventure; DMG)
- *Belt of Dwarvenkind (Freq: Adventure; DMG)
- *Belt of Endurance (Freq: Adventure; A&EG)

APL 8 (all of APLs 2-6 plus the following)

- *+2 Cold Iron Warhammer (Freq: Adventure; DMG)
- *Dwarven Plate (Freq: Adventure; DMG)
- *Stone horse, Courser (Freq: Adv; DMG)

APL 10 (all of APLs 2-8 plus the following)

- *+1 Spearblock chain shirt (Freq: Adv; Comp. Warrior)
- *Bracers of Armor +2 (Freq: Adv; DMG)

APL 12 (all of APLs 2-10 plus the following)

- *+1 Brilliant Energy Waraxe (Freq: Adventure; DMG)
- *Dwarven Thrower (Freq: Adventure; DMG)
- *Metamagic Rod Empower [lesser] (Freq: Adv; 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

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