



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Ver5-01 Deep in the Lortmils

A Regional Adventure

Set in the Verbobonc Region



Play Notes:

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

Home Region

Event:

Date:

DM:

Signature

RPGA #



Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp; 425gp

APL 6

max 900xp; 850gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

[] **Permanent Influence with Clan Rockhall:** For recovering the head of Worm Slayer and opening the doors of Granite Keep, you gain a permanent Influence Point with Clan Rockhall.

[] **Journal of Grimbold Ironshanks:** You have received a copy of Grimbold's journal. It details his travels, the defense of Irondelve against the illithid invaders, and other information. If only you have time to read it...

[] **Favor of Irondelve:** For rescuing Norja Redhammer, Balin will repair an item that has been sundered. The cost for this is 1/2 the total price of the item, or 1/4 for members of the Dwarven Clan or Dwarven Church meta-org. For each influence point with Clan Rockhall, House Asbury, or Viscount Langard used, he will repair one (1) additional item in this manner. Cross off this favor when used.

[] **Meta-Org Access:** Members of the *Dwarven Clan* or *Dwarven Church* meta-org at the time of this scenario may treat asterisked (*) items as Frequency: Regional. Members of the *Itinerant Faith* meta-org (for any Suloise deity) while playing this scenario may treat daggered items (†) as Frequency: Regional, due to contact with Grobb Winterdark, cleric of Vatun.

[] **Favors of Asbury Forge:** The dwarves of Asbury Forge are among the best craftsmen in Verbobonc. As a reward, they provide the following services for you. Members of the *Dwarven Clan* or *Dwarven Church* meta-orgs pay only half price for these favors. Check each option when used:

- ☐ Craft any one shield, or one suit of metal armor to which you have access. In addition to the normal qualities, the item gains +2 hardness, +10 additional hit points, +2 to all saving throws. The cost for this favor is the item base cost +300 gp.
- ☐ Improve any suit of armor, shield, or bracers with one or more of the following special qualities: +1 upgrade, *axeblock (CW)*, *invulnerability*, or *light fortification*. For bracers, the cost is the same as for adding a special ability to armor: an increase in the effective bonus of the bracers.

[] **Disfavor of Clan Rockhall**

For failing to assist Clan Rockhall in their time of need, the character loses all influence and favors with Clan Rockhall. The character cannot ever receive influence or favors with Clan Rockhall. Current members of the Dwarven Clan meta-org are banished permanently.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ +1 adamantite dwarven waraxe (Adventure, DMG)
- ❖ *† Phylactery of faithfulness (Adventure, DMG)
- ❖ *† Cloak of elemental protection (Adventure, MH)
- ❖ Gloves of fortunate striking (Adventure, MH)
- ❖ Everfull mug (Adventure, A&EG)

APL 6 (all of APLs 4 plus the following)

- ❖ Ring of minor energy resistance (acid) (Adventure, DMG)
- ❖ *Potion of shield of faith +5 (CL 18th, Adventure, DMG)
- ❖ Boots, steadfast (Adventure, A&EG)
- ❖ *Clasp of the elder (Adventure, A&EG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ *Hammersphere (Adventure, A&EF)
- ❖ † Scroll of Flame of faith (CL 5th, Adventure, CD)
- ❖ +2 adamantite dwarven waraxe (Adventure, DMG)
- ❖ *Stone salve (Adventure, DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ *Sacred scabbard (Adventure, CW)
- ❖ *Belt of one mighty blow (Adventure, MH)
- ❖ Boots of striding and springing (Adventure, DMG)
- ❖ Exploding spike (Adventure, MH)

APL 12 (all of APLs 4-10 plus the following)

- ❖ Ring of major energy resistance (acid) (Adventure, DMG)
- ❖ +3 adamantite dwarven waraxe (Adventure, DMG)
- ❖ *Boots of charging (Adventure, MH)

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 1/2 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 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