



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Ver5-03 Minions of Shadow and Fire
And received a replica of *Wormslayer*
Set in the Verbobonc Region



Play Notes:

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

Home Region _____



Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

APL 4

max exp; ogp

APL 6

max exp; ogp

APL 8

max exp; ogp

APL 10

max exp; ogp

APL 12

max exp; ogp

Replica of Worm Slayer: The forges of Ulthak-Nor burn bright as dwarven smiths craft great wonders. In gratitude for your service, they have crafted for a replica of Worm Slayer, their ancestral weapon. The weapon draws its power from a bond with the wielder's connection with the dwarven nation.

To create the bond with the weapon, you must spend 1 Influence Point with Clan Rockhall, 1 TU and 400 XP. You must choose a shape for the weapon, which can be any small or medium melee weapon. However weapons other than warhammer, dwarven urgosh, dwarven waraxe, battle axe, dagger, or short sword take longer to infuse.

The weapon is stamped with the seal of Clan Rockhall. If, at any time, you commit an act that dishonors you in the eyes of Clan Rockhall, the weapon loses all enchantment and reverts to a +1 weapon. You must redeem yourself before the weapon can again be improved.

Worm Slayer begins as a +1 dwarvencrafted weapon (+2 to hardness, +10 to hit points) and may only be upgraded in the manner described below. Each upgrade requires 1 Influence Point with Clan Rockhall and a variable number of TUs, experience, and gold. All required influence, TU, experience, and gold must be available and used at the time of the upgrade. Only one upgrade can be performed at a time, and only after a Verbobonc regional

(Cont) adventure. You cannot spend enough XP to lose a level, but the upgrade can be performed prior to receiving XP from an adventure.

After you reach 6th level, and have infused a total of 4 TU/2,000 XP/4,000 gp, you may add an additional +1 enhancement or select a power from Table 1.

After you reach 8th level, and have infused a total of 7 TU/3,800 XP/7,600 gp, you may add an additional +1 enhancement or select a power from Table 1.

After you reach 10th level, and have infused a total of 10 TU and 5,600 XP/11,200 gp, you may add an additional +1 enhancement or select a power from Table 1 or Table 2.

After you reach 12th level, and have infused a total of 16 TU/7,800 XP/15,600 gp, you may add an additional +1 enhancement or select a power from Table 1 or Table 2.

After you reach 14th level, and have infused a total of 23 TU and 10,400 XP/20,800 gp, you may add a power from Table 1, Table 2, or Table 3. Additionally, the weapon's bonding is complete. If the weapon is sundered, it can be reformed by bringing together its fragments (a full-round action). The broken pieces quickly and seamlessly bond, restoring the weapon to its original state.

Non-dwarves weapons take 1 additional TU and cost +10% more experience and gold to upgrade.

TU

Starting TU

0 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Finally, you must name the weapon something appropriate.

Weapon Type _____
Weapon Name _____

Table 1:

- ☐ Bane (aberrations, giants, humanoids – orc, humanoids - goblin) (DMG)
- ☐ Defending (DMG)
- ☐ Keen (DMG)
- ☐ Maiming (MH)
- ☐ Thundering (DMG)

Table 2:

- ☐ Axiomatic (DMG)
- ☐ Flaming Burst (DMG)
- ☐ Last Resort (RoS)

Table 3:

- ☐ **Perfect Riposte:** Once per round, you may make an attack of opportunity against an opponent who has just missed you in combat.
- ☐ **Massive Weapon:** The weapon is treated as one-size category larger for purposes of dealing damage. In all other respects, it is treated as being its original size.

Frequency: regional (limit of one); Cost: 0gp

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

+ 0 GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ 0 XP

XP Gained

XP

FINAL XP TOTAL