



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
Ver5-07 Crown Fire
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 1,350xp; 1,300gp

APL 6

max 1,800xp; 1,800gp

APL 8

max 2,250xp; 2,600gp

APL 10

max 2,700xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

Gold Shield with Ipp Leaf Cluster: You have demonstrated unswerving bravery in the face of overwhelming odds and receive this decoration from the Viscounty, which confers the following benefits:

- +2 circumstance bonus to all Charisma-related skill checks with dealing with the Mounted Borderers, Noble House Guard, or anyone who is aware of your participation in this battle
- +1 *deflection* bonus to AC.
- 1/day, you may invoke *shield other* on a designated creature within 30 feet of you. While this is in effect, the decoration-bearer loses the deflection bonus.

The decoration must be visible in order to receive the benefits, and it cannot be sold, loaned, or otherwise transferred to any other individual.

Faint abjuration/enchantment: CL 3rd; Craft Wondrous Item, *charm person*, *shield other*; Price: 0 gp (cannot be sold.)

Hammersbane Ring: The wise priests of the Church of Rao have learned how to use the beard hairs you recovered from Obmi, the Hammer of Iuz (in **VER5-02 Fallen Hero**), against the assassin. They have twined the hairs around a simple platinum band and girded them with words of protection. While you wear this ring, the assassin must make a Willpower check (DC 10+ 1/2 character level + Charisma modifier) he cannot directly attack the ring wearer (as per the *sanctuary* spell). If the wearer if the ring ever attacks the assassin, the *sanctuary* effects are permanently lost. This item occupies a ring space on the character.

Faint abjuration; CL 3rd; Craft Ring, *sanctuary*; Price: 0 gp (cannot be sold.)

Friend of the Towns: For coming to the aid of Cienega Valley, Swan, and Twilight Falls, you may spend 1 TU after any Verbobonc regional adventure to gain access to any of the following:

Equipment: wildwood armor [RW], masterwork gnome twist cloth [RS], shield sheath [RS]

Feats: • *Heroic Destiny* [RD], • *Fearless Destiny* [RD]

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

- ❖ *Friend of the Mounted Borderers* (Freq: Any)
- ❖ *Friend of the Church of Rao* (Freq: Any)
- ❖ *Friend of Clan Rockhall* (Freq: Any)
- ❖ *Friend of the Towns* (Freq: Any)

A&EG – Arms and Equipment Guide

CW – Complete Warrior

D315 – Dragon Magazine #315

DMG2 – Dungeon Master's Guide 2

HB – Heroes of Battle

MH – Miniatures Handbook

RD – Races of Destiny

RS – Races of Stone

RW – Races of the Wild

Metaorganizational Access: Items marked with the following symbols are only available to current members of the metaorg.

† Mounted Borderers

‡ Church of Rao

£ Clan Rockhall.

• Verbobonc Town Project (Cienega Valley, Swan, Twilight Falls.)

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

2 OR 4 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