



This Record Certifies that

Played

by

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)

➤ **Friend of the Mounted Borderers:** You have rendered aid to the Mounted Borderers as the Cowled Lady's forces assault Verbobonc. In return, you may spend 2TU after a Verbobonc regional adventure (3 TU otherwise) to travel to a Mounted Borderer outpost, where they assist you with access to any of the following:

Weapons: enhancement (†bane [giant], upgrade by +1)

Armor/Barding/Bracers: +1 large mithral chain barding;

enhancement (†easy traveling [HB], upgrade by +1)

Wondrous Items: clever bridle (3 tricks, †6 tricks) (A&EG), equestrian's saddle (A&EG), †horseshoes of thunder (A&EG), †riding boots (DMG2), †standard of the galloping steed [HB], vest of resistance +1 (or upgrade vest or cloak by +1)

Feats: Giantkiller (D315)

Prestige Classes: †Combat Medic [HB]

➤ **Friend of the Church of Rao:** You have saved Father Cadifel, rector of the Shrine of the Peacemaker. As a reward, you may spend 2 TU after a Verbobonc regional adventure (3 TU otherwise) to travel to a church of Rao, where they assist you with access to the following:

Weapons: enhancement (‡axiomatic, ‡holy, ‡holy surge (DMG2), merciful)

(Cont on next paragraph)

Armor/Barding/Bracers: upgrade by +1

Wand: cure light wounds, ‡cure moderate wounds

Wondrous Items: casting glove [DMG2], healing salve [HB],

‡sacred scabbard [CW]

Spells: close wounds [MH], conviction [MH], ‡legion's

conviction [MH], ‡righteous aura [MH]

Prestige Classes: ‡Combat Medic [HB]

➤ **Friend of Clan Rockhall:** You saved Thuldor from assassination by Obmi. In return, you may spend 2 TU after a Verbobonc regional adventure, (3 TU otherwise) to travel to Rockhall's home, where they will assist you in gaining access to any of the following:

Weapons: enhancement (‡resounding [HB], thundering, upgrade by +1)

Armor/Barding/Bracers: enhancement (axeblock [RS], upgrade by +1)

Wondrous Items: gauntlets of ogre strength, ‡belt of giant strength +4, boots of striding and springing, ‡forgehome standard [HB]

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

➤ **Special Mount:** For your service to the Mounted Borderers, they have provided you access to one of their special horses. The horse costs 400 wheatsheaves (gold pieces). The cost includes all related gear (tack, harness, military saddle) but not barding. Paladins may take select this horse as a bonded mount upon reaching 6th level as a paladin.

MOUNTED BORDERER LIGHT WARHORSE

CR3

N animal

Init: +2; **Senses** low-light vision, scent, Listen +4, Spot +4

Languages: N/A

AC 15; touch 10, flat-footed 14

hp 52 (5d8+12)

Fort +7, **Ref** +5, **Will** +2

Speed: 65 ft (13 squares) or 60 ft (12 squares);

Melee: 2 hooves +4 (1d4+3) and bite +4 (1d3+1)

Space 10 ft; **Reach** 5 ft.

Base Atk +4; **Grp** +15

Abilities: Str 16, Dex 15, Con 19, Int 2, Wis 13, Cha 6

Feats: Dash (CW), Endurance, Run

Skills: Jump +15, Listen +4, Spot +4.

Description: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Dash: Due to superior breeding, the horse's speed is 5 feet faster if bearing light or no barding, and carrying a light load.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A light warhorse can drag 3,450 pounds.

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

TU

Starting TU

0 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