



This Record Certifies that

Played
by _____
Player _____ RPGA # _____

Has Completed
VER7-04: Hidden Within Halls of Iron
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#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

➤ **Embrace by the Soul Forger:** An anvil-shaped rune appears upon your forehead. You receive a +4 divine bonus to Charisma-based skilled checks with dwarves for the next 4 adventures.

➤ **Gratitude of the Stone Dweller:** A hammer-shaped rune appears upon your right cheek. All healing spells cast by dwarven clerics who follow a dwarven deity are treated as if maximized for the next 4 adventures.

➤ **Sanction of the Great Judge:** A rune in the shape of a battle-axe appears upon your left cheek. When facing a creature with DR vs adamantite or cold iron, your weapons are treated as if they were made of that material. This lasts for the next 4 adventures.

➤ **Metaorganizational Access:** Characters that are members of the following Verbobonc regional metaorgs at the beginning of this adventure receive Frequency [Regional] Access to items marked with a dagger (†): Clan Rockhall, Dwarven Church (or Pantheon of the Dwarven Gods), Verbobonc Town Project [Citizen of Irondelve]

➤ **Free Ticket to Gimric's Comedy Show:** You receive a ticket to Gimric's comedy show.

The Halls of Irondelve: Your sojourn into the depths of Irondelve has allowed you to avail yourself of the great training halls and temples of Irondelve. Choose one (1) of the following options. Choose one (1) of the following options:

- ☐ **Sunderstone Seminary:** You gain access to two of the following alternate class abilities: ☐ Underdark Knight^{CC}, ☐ Holy Warrior^{CC}, ☐ Resolute^{CC}, ☐ Divine Spirit^{DS}
- ☐ **The Angus McDoos School of Battleragin, Giant-Slayin' and Hooliginizin':** You gain access to two of the following alternate class abilities: ☐ Trapkiller^{DS}, ☐ Dungeon Crasher^{DS}, ☐ Berserker Strength^{PH2}, ☐ Dungeon Specialist^{PH2}
- ☐ **Angus McDoo's Smithy:** After any Verbobonc regional adventure, you may spend 1 TU to travel to the smithy, where Angus will provide a 10% discount for applying any armor or weapon enhancements to which you already have access. You may use this benefit four (4) times. ☐☐☐☐
- ☐ **Shielding Hammer Mercantile Company:** You may spend 1 TU to travel to the mercantile to gain access to any item on a previous AR to which you have access. You may use this benefit two (2) times. ☐☐☐☐

Residents of Irondelve may select two (2) options. This favor expires after one (1) year from the date on this AR.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2-6:

- ❖ † Alchemical weapon capsule retainer (Freq: Adv; Cad; 100 gp)
- ❖ † Alchemical weapon capsule: ghostblight (Freq: Adv; Cad; 100 gp)
- ❖ † Alchemical weapon capsule: quicksilver (Freq: Adv; Cad; 100 gp)
- ❖ † Elixir of adamantite blood (Freq: Adv; MiC; 500 gp)
- ❖ Crystal of adamant armor, Least (Freq: Adv; MiC; 300 gp)
- ❖ Crystal of iron ward diamond, least (Adv; MiC; 500 gp)
- ❖ Everlasting rations (Freq: Adv; MiC; 350 gp)
- ❖ † Hearthfire (Freq: Adv; RS; 10 gp)
- ❖ † Hearthfire Lantern (Freq: Adv; RS; 7 gp)
- ❖ Watch Lamp (Freq: Adv; MiC; 500 gp)

APLs 8-10 (all of APL 2-6 plus the following):

- ❖ † Beetle elixir (Freq: Adv; MiC; 1,350 gp)
- ❖ † Diamondskin decanter (Freq: Adv; MiC; 5,000 gp)
- ❖ † Sleeping spike (Freq: Adv; MiC; 3,500 gp)
- ❖ † Vanguard treads (Freq: Adv; MiC; 3,100 gp)
- ❖ Crystal of adamant armor, lesser (Freq: Adv; MiC; 1,400 gp)
- ❖ Crystal of iron ward diamond, Lesser (Freq: Adv; MiC; 2,000 gp)
- ❖ Galeb duhr hammer (Freq: Adv; MiC; 5,312 gp)
- ❖ Survival pouch (Freq: Adv; MiC; 3,300 gp)
- ❖ Torc of heroic sacrifice (Freq: Adv; MiC; 6,000 gp)

CAd – Complete Adventurer
CC – Complete Champion
DS – Dungeonscape
MiC – Magic Item Compendium
PH2 – Player's Handbook II

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