



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Stonecunning
A Meta-regional Adventure
Set in The Iron Hills



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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450XP; 400 gp

APL 4

max 675XP; 600 gp

APL 6

max 900XP; 800 gp

APL 8

max 1,125XP; 1,250 gp

❖ **Barrier Ring.** This rings has been forged in the shape of a thin golden band set with a single small black stone. This ring, when activated, wards the wearer as if protected by a *protection from evil* spell for up to seven minutes. To activate this affect the command word "Krovashar" must be spoken. This is a use-activated ability and can be used three times per day.

When worn the ring also continuously protects the wearer as if he were under the affect of a *dimensional anchor* spell. The *dimensional anchor* effect is a spell trigger effect.

Caster Level: 7th; Prerequisites: Forge Ring, *dimensional anchor*, *protection from evil*; Market Price: 47,906 gp.

❖ **Valthen's Ointment.** When applied to a stone object this thick greasy ointment affects the object as if a *stone to flesh* spell had been cast upon it. A flask of *Valthen's ointment* contains enough oil to coat one medium-sized object. Enough of the oil must be used to coat the entire object or the spell will fail.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, *flesh to stone*; Market Price 6,600 gp.

❖ **Irongate Masterwork Weapon.** This character has been gifted with a masterwork weapon of his choice from those found in the *Player's Handbook* (excluding mighty bows). The weapon is stamped with the sigil of the Iron League.

❖ **Valthen's Spellbooks.** There are three notebooks, bound in a dull grey, pebbly hide. Most pages have been torn, but a few spells remain.

Spellbook One. *protection from evil*, *unseen servant*, *summon monster II*, *summon monster IV*.

Caster Level: 7th; Prerequisites: Scribe Scroll, *protection from evil*, *unseen servant*, *summon monster II*, *summon monster IV*; Market Price: 80 gp.

Spellbook Two. *enlarge*, *flesh to stone*, *stone to flesh*, *teleport*.

Caster Level: 9th; Prerequisites: Scribe Scroll, *enlarge*, *flesh to stone*, *stone to flesh*, *teleport*; Market Price: 160 gp.

Spellbook Three. *grease*, *pass wall*, *xorn movement*. Caster Level: 9th; Scribe Scroll, relevant spells; Market Price: 110 gp.

❖ **Favourable Standing with the Iron League.** The character is held in some regard by the members of the Iron League. While no direct benefits are tied to this, future Iron League scenarios may require a favourable standing.

❖ **Distrusted by the Iron League.** This character has earned the distrust of the Iron League. While no direct penalties are tied to this, future Iron League scenarios may be unavailable to this character.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ *Scroll of Xorn Movement* (Adventure; 11th level caster; 1,125 gp; *Manual of the Planes*, page 40).

❖ *Barrier ring* (Adventure; 7th level caster; 47,906 gp; *New Magic Item*).

❖ *Ring of sustenance* (Adventure; 5th level caster; DUNGEON MASTER's Guide).

❖ *Valthen's ointment* (Adventure; 11th level caster; 6,600 gp; *New Magic Item*).

❖ *Valthen's Spellbook One* (Adventure; 80 gp).

❖ *Valthen's Spellbook Two* (Adventure; 160 gp).

❖ *Valthen's Spellbook Three* (Adventure; 110 gp).

❖ *Everburning torch* (Adventure; DUNGEON MASTER's Guide).

APL 4 (all of APL2 plus the following)

❖ *Broach of shielding* (Any; 1st level caster; DUNGEON MASTER's Guide).

APL 6 (all of APLs 2-4)

APL 8 (all of APLs 2-6)

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 Items _____

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