



This Record Certifies that

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

*VTF4-07 Sticks and Stone*

A Fals, Tuflik, Velverdyva Meta-Regional  
Adventure Set in Veluna



### Play Notes:

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

Home Region \_\_\_\_\_



Adventure Record#

**594 CY**  
**ADVENTURE**

**LEVEL OF  
PLAY**  
(CIRCLE ONE)

**APL 8**

max 1,125 xp; 1,300 gp

**APL 10**

max 1,350 xp; 2,300 gp

**APL 12**

max 1,575 xp; 3,300 gp

**APL 14**

max 1800 xp; 6,600 gp

**APL 16**

max 2,025 xp; 9,900 gp

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

☛ **Favor of the Brotherhood of the Vale:** For service to the Brotherhood of the Vale, the brotherhood grants you a favor:

1. Whenever you play a regional or metaregional adventure set in Veluna you gain a +1 circumstance bonus to Charisma-based checks for 1 year from the date on the AR.
2. The Brotherhood of the Vale recognizes you as a potential candidate. You may ignore regional requirements to join the Brotherhood of the Vale as long as you meet all the other requirements.
3. A character currently a member of the Brotherhood of the Vale or the Monastery of the Unseen may forgo the time requirement to be promoted, as long as they meet all the other requirements.

☛ **Notice of the Earth Elemental Prince:** You have been noticed by the Elemental Prince of Earth Ogremoch. He recognizes you as a potential threat. All elementals of the type earth gain a +1 bonus to all attacks made against this character and the hero gets a -1 to all attacks made against any elementals of the type earth.

☛ **A Deal is struck:** The character has made a deal to be present at the blowing of the Horn of Darkness. Characters who made a deal are visited in their dreams for the next 2 TU after this adventure and their deal is concluded – they are fatigued each morning. They are schooled in the use of the Horn but the information is barred from them until they are called to the spot.

☛ **Staying the Course:** The character refused a deal with devils and demons. Fharlanghn himself approves and provides the character with a divine bonus of +2 to a single stat for the next 10 adventures. This bonus does not stack.

☛ **The Horn of Darkness:** (ONLY ONE PC MAY HAVE THIS) The character found the Horn of Darkness and it is now a permanent possession. It is cursed and cannot be removed from his/her presence by any known means yet. The Horn radiates strong evil.

☛ **Two-Faced:** The character chose to make a deal with both devils and demons. From this point onward, all creatures with the subtype Tanar'ri or Baatezu gain a +2 insight bonus to hit, damage and on skill checks against this character, and the character suffers a -2 insight penalty to hit, damage and on spell DCs against said creatures.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 8**

- ❖ *Horn of darkness* (Adventure, DMG, cursed)
- ❖ *+2 Full plate* (Adventure, DMG)
- ❖ *+2 Heavy steel shield* (Adventure, DMG)
- ❖ *+2 Ring of protection* (Adventure, DMG)
- ❖ *Ring of spell storing* (Adventure, DMG)
- ❖ *Periapt of wisdom +4* (Adventure, DMG)

**APL 10** (all of APL 8 plus the following)

- ❖ *+2 Heavy mace* (Adventure, DMG)
- ❖ *+3 Ring of protection* (Adventure, DMG)

**APL 12** (all of APLs 8-10 plus the following)

- ❖ *+3 Full plate* (Adventure, DMG)
- ❖ *+3 Heavy steel shield* (Adventure, DMG)

**APL 14** (all of APLs 8-12 plus the following)

- ❖ *+2 Heavy mace of brilliant energy* (Adventure, DMG)
- ❖ *Periapt of wisdom +6* (Adventure, DMG)

**APL 16** (all of APLs 8-14 plus the following)

- ❖ *+4 Full plate* (Adventure, DMG)
- ❖ *+3 Heavy mace of brilliant energy* (Adventure, DMG)

### 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