



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF7-04 Mint Collections

A Fals, Tuflik, Velverdyva Meta-Regional
Adventure set in the Veluna Region



Play Notes:

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

Home Region



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

Welcome to the Family! You have performed a noble act on behalf of Clan Rockhammer. This fulfills the special requirement of the stoneblessed (dwarf) prestige class (RoS). You still must meet the other requirements for the prestige class. If you are a dwarf, you are also made an honorary member of Clan Rockhammer and may waive the residency requirements for joining the 'Dwarves of Veluna' and 'Church of Mordinsammen' meta-organizations.

Favor of the Mint: In return for attempting to safeguard the currency mine, the Vale of Luna is grateful. They will cover up to 3,500 gp of the material cost of a *raise dead* or *resurrection* spell and arrange for a spellcaster. If you use this favor in an adventure set outside the VTF, you must expend an extra 2 TUs.

Enmity of the Earth Dragon

Slave: You are out of play pending critical events.

Mind Games (Ex): By expending 2 TUs immediately on this AR, you gain an unnamed +2 bonus on all Will saves vs. all Illithid spell-like and supernatural abilities. This benefit expires one year from the date of this AR as the experience fades.

Arcana: Clan Rockhammer provides spells from the recovered books. You may scribe any of these into your spellbook at the conclusion of this adventure, at standard cost, or add them to your list of (possible) known spells (as applicable to your class) (all SpC):

5th—*blast of flame, prismatic spray*
4th—*acid breath, resistance (greater)*
3rd—*anticipate teleportation, chain missile, dragonskin greater*
mage armor, ice knife, ray of exhaustion
2nd—*battering ram, fireburst, force ladder, slapping hand*

Rockhammer Hoard: Clan Rockhammer is grateful for having safeguarded their mines and (possibly) retrieved a great supply of mithral and silver. They offer these for your benefit (circle one):

1) At a cost of 4 TU expended immediately (8 TU if you are not from the VTF), you may double your gp gained in this adventure by working with agents of the Rockhammers to distribute the hoard;

2) You may replace any and all of your equipment that was lost or destroyed, without cost. It appears in the beginning of (APL divided by 3, round up) adventures. For example, if you were APL 6, two adventures from now it appears for you at the beginning of the adventure. In the interim, the Rockhammers offer you "loaner" steel arms and armor of masterwork quality (but no greater than you lost) until the replacements arrive;

3) You can arrange to have one item crafted of mithral (Any Access), including dwarvencraft (RoS) items, with a reduction of up to 3,000 gp for the materials (but not reducing the cost of material below 0 gp). Void this favor once used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Everlasting rations* (Adventure; MIC)
- ❖ *Hat of disguise* (Adventure; DMG)
- ❖ *Universal solvent* (Adventure; DMG)
- ❖ *Pearl of power 1st / 2nd level* (Adventure; DMG)
- ❖ *Spool of endless rope* (Metaregional, MIC)
- ❖ *Shackles of silence* (Metaregional, MIC)
- ❖ *Replenishing skin* (Metaregional; MIC)

APL 8 (Including APL 6)

- ❖ *Tunic of steady spellcasting* (Adventure; MIC)
- ❖ *Boots of the mountain king* (Adventure; MIC)
- ❖ *Gauntlets of giantfelling* (Metaregional; MIC)
- ❖ *Mask of lies* (Adventure; MIC pg 115)

APL 10 (Including APLs 6-8)

- ❖ *Dust of disappearance* (Adventure; DMG)
- ❖ *Gauntlet of rust* (Metaregional, DMG)
- ❖ *Boots of the mountain king, greater* (Adventure; MIC)

- ❖ *Metamagic rod of silence, lesser* (Adventure; DMG)

APL 12 (Including APLs 6-10)

- ❖ *Ring of force shield* (Adventure; DMG)
- ❖ *Portable bridge* (Metaregional, AEG)
- ❖ *Metamagic rod of empower, lesser* (Adventure; DMG)

APL 14 (Including APLs 6-12)

- ❖ *Metamagic rod of silence, greater* (Adventure; DMG)
- ❖ *Metamagic rod of empower* (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

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