



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Vel4-06 A Harvest of Souls

A Regional Adventure

Set in the Archclericy of Veluna

Play Notes:

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

Home Region _____

Adventure Record#

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594 CY

ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

Favor of the Pack: For saving the life of Carsten Riis and not turning him over to the authorities you have gained the favor of the Pack. This serves as an invitation to join this metaorg. In addition, this favor can be exchanged to gain access to one of the following magic items from the DMG (at which time the favor is expended): *slick, shadow, silent moves* armor enhancement (or the improved versions of these); *cloak of elvenkind, boots of elvenkind, or vest of escape*. The item must be purchased at standard costs. This does not count as access for MIC. (Frequency: Regional)

Favor of the Jamorrie family: For saving the life of his granddaughter Lord Corbin Jamorrie has granted you a favor. This favor can be saved, or used up after any Regional module to receive one (and only one) of the following benefits:

The character has access to ONE of the following items at the end of any Regional module: The *fortification (light), or glamered*, special ability can be placed on any single suit of armor as per the DMG; *Bag of Tricks (Rust), Boots of Striding and Springing, Circler of Persuasion, Eyes of the Eagle, Goggles of Minute Seeing, or Slippers of Spider Climbing*. Characters must purchase this item at the normal DMG price. This does not count as access for purposes of MIC. (Frequency: Regional)

Favor of Bishop Tarik Turis: For ridding Veluna City of the Nerullian cultists the character has gained the favor of Bishop Tarik Turis. At the end of any Regional module the character may add ONE of the following special abilities to any single weapon as per the DMG: *Bane (Undead OR Evil Outsiders), Defending, or Merciful*. The cost of adding the special ability is the difference between the current price of the weapon and the price with the special ability added. This does not count as access for purposes of MIC. (Frequency: Regional)

Mark of the Legendary Hero: The hero named above has been marked as one of the current generation's Legendary Heroes. Bards will sing of the hero's exploits for centuries after his or her death. Certain supernatural creatures, and knowledgeable mortals (Knowledge: Arcane or Bardic Lore DC 45) also recognize the Mark's significance if it is shown to them.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ *Hat of Disguise (Freq: Adventure; DMG)*
- ❖ *Wand of Enlarge Person (Freq: Adventure; 1st lvl caster; DMG)*

APL 4 (all of APL 2 plus the following)

- ❖ *Salve of Slipperiness (Freq: Adventure; DMG)*
- ❖ *Wand of Ray of Enfeeblement (Freq: Adventure; 2nd lvl caster; DMG)*

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Bead of Force (Freq: Adv; DMG)*

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

- ❖ *+2 Full Plate (Freq: Adventure; DMG)*
- ❖ *Arcane Scroll of Wall of Force (Freq: Adventure; 9th level caster; DMG)*

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

Lifestyle

- None
- Standard (12 gp x TU)
- Rich (50 gp x TU)
- Luxury (100 gp x TU)

Lifestyle Cost

GP

Other Coin Spent

GP

Total Coin Spent

GP

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

Subtotal

GP

FINAL GP TOTAL

Items Sold

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

Total Cost of Bought Item

Subtract this value from your gp value