



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
Vel5-01 The Beast Within
A 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 _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

☛ **Disfavor of Eldried Sarneth:** Eldried Sarneth feels you double crossed him because you failed to inform him about Bishop Harkin being held prisoner by the cult of Marduk (he eventually found out). This may have an effect in future modules.

☛ **Disfavor of the Church of Rao:** For your failure to protect the Church interests, Church officials are unhappy with you. While this disfavor is in effect, your access to the Church of Rao for NPC spellcasting is reduced. Those normally considered class 1 or class 2 for the purposes of NPC spellcasting by the Church of Rao, are now considered class 3 for the purposes of NPC spellcasting. Those normally considered class 3 cannot access NPC spellcasters in the Church of Rao. You can cancel this disfavor by expending 2 influence from the Church of Rao (permanent influence, such as those granted by some meta-orgs, cannot cover this cost). In addition, Knights of Salvation are considered to have a major transgression which should be noted on their meta-org cert and signed by the DM (with RPGA number).

☛ **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/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.

☛ **Favor of the Church of Rao:** For turning over Velt Harkin to the Church of Rao AND keeping the secret of his recovery and presence at the Church, the Church has offered to give you one free spellcasting service. This favor can be redeemed to get any of the following spells cast for free from an appropriate Church of Rao at the minimum caster level necessary for casting the spell (any material component costs must still be paid by the PC): *cure critical wounds, lesser restoration, restoration, dispel magic, remove blindness/ deafness, remove curse, remove disease, speak with dead, neutralize poison, break enchantment, heal.*

☛ **Favor of Eldried Sarneth:** For giving Eldried Sarneth the valuable political advantage of knowing about the recovery of Bishop Velt Harkin, Eldried has offered to get you in touch with an item crafting wizard. You may redeem this favor to gain access to purchase 1 weapon, armor, shield, scroll, or wondrous item (or have 1 existing item of that type upgraded), out of the DMG with caster level 9 or less and arcane spell prerequisites of a sorcerer/wizard spell of 5th level or lower. You must pay full book price for the item (or upgrade), and you must also pay 150gp per spell level of any prerequisite spell (to cover the costs of the wizard gaining access to and copying that spell into his spellbooks).

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ None

APL 4 (all of APL2 plus the following)

- ❖ *Potion of resurgence* (Adventure; Complete Divine)

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

- ❖ *Rod of metamagic silent/lesser* (Adventure; DMG)

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

- ❖ *+1 Mithral full plate* (Adventure; DMG)
- ❖ *+1 Light fortification heavy steel shield* (Adventure; DMG)

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 _____

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