



This Record Certifies that

Played

by

Player

RPGA #

Has Completed  
*Vel5-02 The Key To Reason*  
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 6

max 900 xp; 900 gp

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

☛ **Boon of the Church:** The Church of Rao will offer free training to the hero. The hero can gain access to take any one of the following feats from *Complete Divine* (choice must be circled now): Augment Healing, Domain Focus, Empower Turning, Practiced Spellcaster, Quicken Turning, Spell Focus (Good), Spell Focus (Law), Spontaneous Healer, Divine Metamagic, Divine Spell Power, Glorious Weapons, Domain Spontaneity, Sacred Boost, Sacred Healing, True Believer, Consecrate Spell, Rapid Spell, Reach Spell, Transdimensional Spell.

☛ **Boon of the Maker:** Glorianna is willing to teach you to craft weapons or armor with any one of the following enhancements (must choose now and circle the benefit). This gives you access to this enhancement for purposes of MIC. If the PC does not have Craft Arms and Armor feat, cross off this boon.

**Armor and Shields:** Moderate Fortification, Acid Resistance, Cold Resistance, Fire Resistance, Electricity Resistance, Sonic Resistance, Animated, Blinding, Ghost Touch

**Weapons:** Bane (Aberrations), Bane (Constructs), Bane (Dragons), Bane (Giants), Bane (Magical beasts), Bane (Monstrous Humanoids), Bane (Outsider, Evil), Bane (Undead), Dancing, Flaming, Flaming Burst, Ghost Touch, Holy, Keen, Merciful, Shock, Shocking Burst, Spell Storing.

**Blessing of the Shrine of Reason:** For pledging to uphold the tenets of law and good, the PC has gained access to the following spell(s) from the *Miniatures Handbook* (cross off any that do not apply, or this whole benefit if none apply): *bless weapon swift* (Paladins Only), *lightfoot* (Lawful Good Rangers Only), *delay death* (Lawful Good clerics Only).

**Boon of the Holy Sword of Rao:** This boon is granted to any paladin or priest of Rao, any PC whose AR for **VEL3-05** shows that he/she donated xp to the making of the sword of Rao, or any member of the following meta-orgs: Church of Rao, Church of Herioneous, Church of St Cuthbert, Mitrik Temple Guard, Knights of Salvation, or Knights of Whitehale. Note that the PC must have met the prerequisites BEFORE playing this adventure to qualify for this boon (cross off this boon if they do not qualify). The sentient Holy Sword of Rao has offered to create a Holy Avenger as per the DMG. The PC must pay the crafting cost for creating the item, including xp. The cost is 84,630 gp. The PC receives a discount on this cost of 5gp for every xp that was previously (not in the future) donated to the creation of the Holy Sword of Rao to a maximum discount of 24,000 gp for 4800+xp donated. The minimum cost of the Holy Avenger is thus 60,630gp. Frequency: Regional/Meta-Regional.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 6

- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ *Armbands of might* (Adventure; Complete Adventurer)
- ❖ *Ring of counterspells* (Adventure; DMG)

#### APL 8 (all of APL 6 plus the following)

- ❖ *Full plate +2* (Adventure; DMG)
- ❖ *Rod of metamagic* (lesser extend) (Adventure; DMG)
- ❖ *Stylus of the masterful hand* (Adventure; Complete Adventurer)

#### APL 10 (all of APLs 6-8 plus the following)

- ❖ *Cloak of resistance +2* (Adventure; DMG)
- ❖ *Gloves of dexterity +4* (Adventure; DMG)
- ❖ *Spellsight spectacles* (Adventure; Complete Adventurer)

#### APL 12 (all of APLs 6-10 plus the following)

- ❖ *Ring of protection +2* (Adventure; DMG)
- ❖ *Ring of protection +3* (Adventure; DMG)
- ❖ *Ring of mind shielding* (Adventure; DMG)
- ❖ *Cloak of resistance +3* (Adventure; DMG)
- ❖ *Cloak of resistance +4* (Adventure; DMG)
- ❖ *Headband of conscious effort* (Adventure; Complete Adventurer)

### 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