



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Vel5-05 The Lost
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



Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Event: Date:

DM: RPGA #

Signature

RPGA #

Nerin's Ring: Nerin was impressed with your honor and your negotiating skills. To show you there are no hard feelings, he sends you this ring, a golden band that confers a +5 competence bonus to the wearer's Diplomacy skill. (Cannot be crafted; Cost: 3500 gp; Frequency: Adventure)

Flowing Time of Faerie: Time flows differently in the land of the fey. For every night spent in the fey lands beyond the first, an additional TU is added to the length of this adventure. The DM must mark down any additional TUs on the AR.

Friend of the Fey: Word has spread of this PC's honor, respect for fey tradition, and general civility. From this day hence, he receives a +2 circumstance bonus when making social-based skill checks with fey creatures. He also has Adventure access to: elven thinblade (Races of the Wild (RoW)), elven lighblade (RoW), elvencraft bow (RoW), leafweave armor (any) (RoW).

Kidnapped by Xill: This PC was kidnapped and planewalked by the xill. He will be returned to the Prime Material plane, but must pay a 2 TU cost for his time spent wandering home

The Church's Blessing: The PC's name is favored among the Church, and (s) he receives the title "Warden of Veluna", as well as two other boons: (1) The Church will upgrade any one of the following items by +2 (max of +6): belt of giant strength, amulet of health, headband of intellect, periapt of wisdom, cloak of charisma. PC must still pay associated costs, cross off when used. (2) The next time this PC is reduced to less than 50% of his/her hit points, a stalwart pact (caster level 12) will go into effect (60 temporary hit points, +4 luck bonus to saves, and DR 5/magic; all effects last 12 rounds). For details on the spell, see Complete Divine. Cross off when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- Caster's Shield\*\* (Adventure; DMG)
Elixir of Hiding (Adventure; DMG)
+2 Full Plate\*\* (Adventure; DMG)
Nerin's Ring (Adventure; Special see above; cost 3,500 gp)
Pearl of Power 1st level (Adventure; DMG)
Rod of Metamagic, Extend lesser\*\* (Adventure; DMG)
Scroll of dispel magic (Adventure; DMG)
Wand of eagle's splendor\*\* (Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- Cloak of Energy Protection (Adventure; Miniatures Handbook)

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

- Potion of Barkskin +3 (Adventure; DMG)
+1 Beastskin Leather Armor (Adventure; Complete Adventure; cost 9,160 gp)

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

- Amulet of Natural Armor +2 (Adventure; DMG)
Periapt of Wisdom +4 (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 1/2 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 OF 2 TU

TU Cost

TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP Gained

XP

XP

FINAL XP TOTAL