



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VEL6-06 The Dark Path

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# |
|-------------------|

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

• **Gratitude of Lady Zella de Snelland:** Lady Zella is grateful to you for the redemption of her brother. Having no husband and no children of her own, she believes your PC worthy to be the future ruler of Snelland. If your PC receives this AR reward, email the triad and inform them. The first recipient of this AR reward who retires their PC from active play by reaching level 16 will become the ruler of the town of Snelland. Until such time, however, Lady de Snelland agrees to serve as a sponsor of a new adventuring company with you as its head. In addition to the standard benefits for membership of an adventuring company, all members of your adventuring company may purchase horses and/or ponies from Lady Zella at half normal price. The horses/ponies raised by Lady Zella are exceptionally hardy and can train in advance for particular uses. The horses or ponies gain 2 bonus hit points per hit die and may be purchased pre-trained with their maximum number of tricks. The adventuring company must receive triad approval as with any normal adventuring company. Also, it is expected by Lady Zella that the company will maintain the high ethical standards that the PC has already displayed. The charter of the adventuring company may be revoked by the triad at any time should the company fail to live up to her expectations. Once she is succeeded by a retired PC, it will be up to that PC to decide whether or not to continue sponsorship of your adventuring company.

• **Holy Symbol Shard:** You have a piece of Osh'mann's holy symbol. The fragment still retains a small amount of power. You can use the fragment to cast *dimension door*, as the spell, as if cast by a 15<sup>th</sup> level caster. The shard is consumed after the spell is cast. Cost 1,500 gp. This item is unique and cannot be crafted.

• **Scepter:** A scepter (to which access is granted on the AR below) is a one-handed (light) simple melee weapon that deals 1d4 points of bludgeoning damage that deals double damage on a critical hit and has a critical range of 20. [This should remain uncrossed on all ARs as it is informational only.]

• **Suspicion of the Inquisition:** Your words or actions have caused you to be distrusted by the Inquisition of the Reasoned One. You lose half of any unspent influence points with the Church of Rao (rounded-up). Influence points before this effect: \_\_\_\_ Influence Points after this effect: \_\_\_\_.

• **Lost:** You were trapped on Herion's demi-plane and unable to return to the prime material plane. This PC is out of play until such time as they can be rescued. A future Veluna AR item may indicate that lost PCs have been rescued. If you ever play with another PC who has the rescued AR item, this PC may immediately come back into play (the DM verifies the conditions of the rescue and crosses off this item on the AR).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6:

- ❖ Amulet of mighty fists +1 (Adventure; DMG; 6,000 gp)
- ❖ +1 frost heavy mace (Adventure; DMG; 8,312 gp)
- ❖ Holy symbol shard (Adventure; see above; 1,500 gp)

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

- ❖ +1 sudden stunning scepter (Adventure; DMGII; 4,305 gp)
- ❖ Shawl of bewitching (Adventure; CV; 3,500 gp)
- ❖ +2 frost heavy mace (Adventure; DMG; 18,312 gp)

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

- ❖ Bracers of armor +2 (Adventure; DMG; 4,000 gp).
- ❖ Ring of protection +2 (Adventure; DMG; 8,000 gp)
- ❖ +1 sudden stunning merciful scepter (Adventure; DMG/DMGII; 10,305 gp)
- ❖ +2 full plate (Adventure; DMG; 5,650 gp)
- ❖ +1 chain shirt (Adventure; DMG; 4,250 gp)
- ❖ +1 keen/+1 keen two-bladed sword (Adventure; DMG; 16,700 gp)

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

- ❖ Amulet of mighty fists +2 (Adventure; DMG; 24,000 gp)
- ❖ Cape of the mountebank (Adventure; DMG; 10,080 gp)
- ❖ Soul anchor rod (Adventure; DMGII; 10,000 gp)
- ❖ +3 full plate (Adventure; DMG; 10,650 gp)
- ❖ +2 heavy steel shield (Adventure; DMG; 4,170 gp)
- ❖ Ring of protection +3 (Adventure; DMG; 18,000 gp)
- ❖ Mace of terror (Adventure; DMG; 38,552 gp)
- ❖ +2 chain shirt of fire resistance (Adventure; DMG; 22,250 gp)

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 |
|--------------|

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL