



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
VEL6-08 Heart's Lament
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 14

max 1,800 xp; 6,600 gp

☛ **Touched by Heart's Lament:** The lingering aura of the old Flan Relic Heart's Lament is still with you. You can call on its memory to fortify you against fear. Expend this aura to re-roll any failed saving throw against a fear effect. Once used cross this off.

☛ **Enemy of the Nobility:** You have betrayed Eldried Sarneth and turned over Heart's Lament to the church. The Nobility of Veluna recognizes you as one who cannot be trusted. For the next 52 TU's you have a -10 to any Diplomacy checks against Veluna nobility. The nobility of Veluna will not trust you with any missions during that time.

☛ **Cave-in Survivor:** For surviving the cave-in you have met the special requirement for the Dungeon Delver prestige class. This notation counts as Campaign documentation; you must still meet all other class requirements.

☛ **Excommunicated:** You failed to follow the lawful orders of the church by refusing to turn over Heart's Lament to the church. You have been excommunicated from the Church of Rao, Heironeous, and St Cuthbert in Veluna. You lose membership in and may never join any meta-org associated with any of those 3 churches in Veluna.

☛ **Finder's Fee:** The Church wants to show its gratitude for getting Heart's Lament into their possession. You are granted one-time access to: *phylactery of faithfulness*, *strand of lesser prayer beads*, and the following weapon enhancements (Sacred @ APL 6-14; Holy @ APLs 8-14; Holy surge @ APLs 10-APL14) at Frequency: Adventure.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

+1 Wildwood Breastplate (Adventure, RotW)
Vest of Resistance +1 (Adventure, Complete Arcane)
+1 Mithral Chain Shirt (Adventure, DMG)
Tunic of Steady Spellcasting (Adventure, CA)

APL 8 (all of APL 6 plus the following)

+1 Wildwood Full Plate (Adventure, RotW)
Elixir of Hiding (Adventure, DMG)

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

+2 Cloak of Resistance (Adventure, DMG)
+2 Vest of Resistance (Adventure, Complete Arcane)

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

+1 Keen Scimitar (Adventure, DMG)
+1 Animated Tower Shield (Adventure, DMG)
+1 Mithral Breastplate (Adventure, DMG)

APL 14 (all of APLs 6-12 plus the following)

Pink and Green Sphere Ioun Stone (Adventure, DMG)
+1 Mithral Full Plate (Adventure, DMG)
+1 Merciful Dwarven Waraxe (Adventure, DMG)
+3 Cloak of Resistance (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 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