



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
VEL7-06 Border Watch
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 _____

Adventure Record#

597 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

You Load 16 Tons...: You spent __ TUs working on the construction of the Fals Gap Wall, and the Church appreciates your efforts. This grants you a ____% discount on Standard upkeep on any adventure set in Veluna for 1 year from the date on this AR. The Church covers the cost of Standard upkeep for these TUs. You also gain access to the items marked with “#” below.

Ever Vigilant: The craftsmen in the garrison make the following item special abilities available to you (all MIC): Armor: called, easy travel, healing, heartening, restful crystal; Weapon: blessed, eager, harmonizing, quick loading, resounding, revealing, warning.

Mace of Serenity: These weapons were originally created to protect Clerics of Rao journeying outside the Vale of Luna on diplomatic missions. Three times per day, you can activate this +1 light mace to create a *calm emotions* effect centered on you (Will DC 16 negates). The effect lasts for 5 rounds and does not require concentration. Any creature that successfully saves against this effect is immune to further uses of that ability for 24 hours. Faint enchantment; CL 5th; Craft Magic Arms and Armor, *calm emotions*; Price: 5305 gp; 4 lb.

Superstar! Your actions have pleased the leadership of VOPA and the Church. You gain 3 influence points that may be used with the Church of Rao or VOPA in any combination.

Hart to Hart: Your pursuit of the raiders impressed Sir Baaneth, and he will put in a good word with the Order of the Hart if you so desire. The time required to advance from Squire to Knight-Errant in that Veluna meta-org is reduced to 3 months. You must still meet all other requirements to advance.

Virtuoso of the Vale: For assistance in strengthening Veluna's borders, VOPA and the Church arrange the following favors: 1) Access to the items below marked with “#” is changed to Regional; 2) Access to the following alternate class features: healing hymn (CC), hymn of fortification (CC), mimicking song (DS), spellbreaker song (CM); 3) Regional access to purchase one of the following items (all MIC; circle item chosen): *anstruth harp, canaith mandolin, cli lyre, doss lute, fochlucan bandore, mac-fuirmidh cithern, ollamh harp.*

I's Watching You: You can't shake the feeling you're being watched. If you ever encounter minions of Iuz, they are allowed a DC 20 Wisdom check to recognize you. If recognized, they have motivation to concentrate their attacks on you. Old Wicked has a long memory...

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ # *Lyre of building* (Adventure; DMG)
- ❖ # *Mace of serenity* (Regional; see above; 5,305 gp)
- ❖ *Rope of climbing* (Regional; DMG)
- ❖ *Sphere of awakening* (Regional; CL 9th; MIC; 1,800 gp)
- ❖ # *Watch lamp* (Adventure; CL 1st; MIC; 500 gp)

APL 4 (all of APL 2 plus the following):

- ❖ *Healing belt* (Adventure; CL 3rd; MIC; 750 gp)
- ❖ +1 *mithral shirt* (Adventure; DMG)
- ❖ *Wand of remove disease* (10 charges) (Adventure; DMG; 2,250 gp)

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

- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ # *Infinite scrollcase* (Adventure; CL 9th; MIC; 2,800 gp)

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

- ❖ # *Fiendslayer crystal, lesser* (Adventure; CL 9th; MIC; 3,000 gp)
- ❖ *Rope of climbing, superior* (Adventure; CL 3rd; MIC; 5,500 gp)

APL 10 (all of APLs 2-8 plus the following):

- ❖ # *Ring of arming* (Adventure; CL 10th; MIC; 5,000 gp)
- ❖ *Runestaff of destruction* (Adventure; CL 15th; MIC; 27,000 gp)
- ❖ *Steadfast boots* (Adventure; CL 3rd; MIC; 1400 gp)

APL 12 (all of APLs 2-10 plus the following):

- ❖ +1 *corrosive great scimitar* (Adventure; CL 10th; MIC; 8,500 gp)
- ❖ *Hawkfeather armor* (Adventure; CL 9th; MIC; 12,175 gp)
- ❖ # *Rod of celestial might* (Adventure CL 13th; MIC; 38,600 gp)
- ❖ *Tunic of steady spellcasting* (Adventure; MIC; 2,500 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

Subtotal

GP

FINAL GP TOTAL