



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

Event: _____ Date: _____

DM: _____

Signature

RPGA #



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

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...

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

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