



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
VEL8-01 One Dirty Job
A Regional Adventure
Set in Veluna



Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event:

Date:

DM:

Signature

RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

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

APL 14

max 1,800xp; 6,600gp

Healing Hands of Zodal: This relic, a simple ivory torc that depicts the shrouded hands of Zodal, had been lost during the Heretic War. When worn in the throat slot, it functions as a periapt of wisdom (+2 or +4, dependent on APL) and allows the wearer to empower a cure moderate wounds 3 times a day without increasing casting time or spell level (as empowered spellshard, MIC, p.96). Cost: +2 = 7,000 gp; +4 = 19,000 gp.

Zodal's Touch: By using a standard action that provokes an attack of opportunity, this favor can be spent for one free panacea spell (SpC), taking the form of a shaft of light coming down from above.

Scars of the Sewers: You bear some fading scars from the myriad diseases you contracted under the streets of Whitehale.

Vest of Health +2: This functions in all ways as an amulet of health (DMG 246), with the exception that it is a vest. Moderate Transmutation; CL: 8th, Craft Wondrous Item, bear's endurance; Cost: 6,000 gp

Heilige Peshten: These scrolls written by priests of Incabulos are part religious encyclical, part encyclopedia of disease. While they are moldy and rotted, they hold a mass of knowledge about most known (and a few unknown) diseases.

Consulting the scrolls (which weigh 5 lbs altogether) for 10 minutes gives the reader a +5 circumstance bonus to Heal checks made to cure a disease. Studying them longer also grants access to the spells delay disease, ghoulish gesture, ghoulish glyph, ghoulish light, nauseating breath, ray of sickness and ray of weakness. (All spells from Spell Compendium, item must be purchased for access.)

However, each time the scrolls are used, (including gaining access to one spell) there is a 15% cumulative chance they fall apart and become useless. Roll in front of the DM and cross off the % chance as you use them - if you fail the roll, cross off the remaining uses/chances: [15%] [30%] [45%] [60%] [75%] [90%] [cross off item]

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

APLs 2-6

- Everfull mug (Adventure, MIC, 250 gp)
Everlasting rations (Adventure, MIC, 300 gp)
Heilige Peshten (Adventure, see above, 350 gp)

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

- Ring of counterspells (Adventure, DMG)

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

- Hellcat gauntlets (Adventure, MIC, 3200 gp)
Healing Hands of Zodal +2 (Adventure, see above, 7,000 gp)

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

- Healing Hands of Zodal +4 (Adventure, see above, 19,000 gp)

APL 14 (all of APLs 2-12 plus the following)

- Belt of priestly might (Adventure, MIC, 6,000 gp)
Vest of health +2 (Adventure, see above, 6,000 gp)
Boots of sidestepping (Adventure, MIC, 6,000 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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp

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