



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
VEL8-04 The Planting
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

A Blessing from the Shalm: You helped to cleanse the land of an abomination of nature. Obad-Hai thanks you with a boon: one time, as an immediate action, you may call out for his aid.

All together now - Kum-ba-yaaa....: This PC learned a lot from Sunbeam Moonshadow, and now has access to the following feats: Animal Friend, Gift of Faith, Sacred Vow, Subduing Strike, Vow of Nonviolence and Vow of Peace.

I Don't Want to Go On the Cart... You survived exposure to something a bit stronger than a nasty cold. Three times, as an immediate action, you may add a +4 circumstance bonus to your saving throw to resist a disease or disease effect.

I'm Getting Better! As long as you don't go on the cart, you gain the spell-like ability to cast remove disease once per adventure (caster level = hit dice).

I'm Not Dead Yet! You took a small side trip while fighting some fiends, and met some friends of Rao. You now have access to the Contemplative prestige class (Rao, Allitur, Zodal).

For Your Next Mission: The Church of Rao does one of the following for you: Upgrade any one suit of armor or weapon or shield with a synergy enhancement from the MIC with an enchantment bonus of +1 (PC must pay normal cost, and item must meet the synergy prerequisite) and add a +2 or +4 ability boost enhancement to any one magic item which occupies the appropriate body slot (i.e., Str = hands or waist; Dex = feet; Con = throat; Int = head; Wis = throat; Cha = shoulders).

Chitin armor: This equipment appears to be constructed from the carapace of a giant beetle or other similar vermin. Though quite sturdy, there are stains and discolorations that just won't come out (and it smells funny, too). Chitin armor is non-metallic, so druids can wear it without penalty. Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below. Chitin armor has 10 hit points per inch of thickness and hardness 5. Breastplate cost: 700 gp; armor bonus: +5; maximum Dex bonus: +4; armor check penalty: -3; arcane spell failure: 25%; speed 20 ft./15 ft.; weight: 30 lb. Buckler cost: 330 gp; armor bonus: +1; maximum Dex bonus: -; armor check penalty: 0; arcane spell failure: 5%; speed: -; weight: 5 lb.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- +1 mithral shirt (Adventure; DMG)
Chitin breastplate (Adventure; see above)
Chitin buckler (Adventure; see above)
Eternal wand (undetected alignment) (Adventure; 820 gp; MIC)

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

- Chronocharm of the uncaring archmage (Adventure; MIC)

- Least crystal of return (Adventure; MIC)

- Hexbands (Adventure; MIC)

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

- +1 chitin breastplate (Adventure; 1,700 gp; see above)
Belt of growth (Adventure; MIC)
Lesser crystal of return (Adventure; MIC)

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

- +1 nimbleness chitin breastplate (Adventure; 4,700 gp; see above)
Cloak of predatory vigor (Adventure; MIC)

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

- +1 chitin buckler (Adventure; 1,330 gp; see above)
Large +1 light fortification full plate (Adventure; 7,150 gp; DMG)

- Counterstrike bracers (Adventure; MIC)

- Ring of communication (Adventure; MIC)

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

- +2 mithral shirt (Adventure; 5,100gp; DMG)
Ring of counterspells (Adventure; DMG)

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

- +2 mithral breastplate (Adventure; 8,200gp; DMG)
Boots of swift passage (Adventure; MIC)
Greatreach bracers (Adventure; MIC)

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

TU

Starting TU

I 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