



## This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

**Has Completed**  
**A Family Affair**  
**A Regional Adventure**  
**Set in the Archclericy of Veluna**



### 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#

**593 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 4**

max 675 xp; 600 gp

**APL 6**

max 900 xp; 800 gp

**APL 8**

max 1,125 xp; 1,250 gp

**APL 10**

max 1,350 xp; 2,100 gp

**Sandals of the Tiger's Leap (APL 8 and 10 Only):** These sandals allow the wearer to make devastating flying kicks. The wearer must have 5 ranks of Jump or Tumble to use them. On a full round charge, she can perform a flying kick. Treat this as an unarmed attack that deals an extra 1d6 damage.

Caster Level: 9<sup>th</sup>; Prerequisites: Craft Wondrous Item, jump.  
Market Price: 3,500 gp

**Brophy's Spellbook:** This large ornate book appears to be a wizard's traveling spellbook. The cover is adorned with creatures of all type mainly lycanthropes with what appears to be blood dripping from their fangs. A few dark crimson stains line the binding and the pages but when opened up reveal nothing inside.

Caster Level: 14<sup>th</sup>; Market Price: 620 gp.

**Protector of the Grove:** The PC here named has been asked to be the protector of the Old Faith Grove near Sugarberg, by Niska Hivry. The Party must have saved Niska in the final battle to receive this honor. **ONLY ONE PC CAN RECEIVE THIS BENEFIT PER PARTY.**

- 1.) You now own a certed Druid's Grove. You can use the handout in the scenario as reference and then just download the official sheet from the Veluna website.

**Standing Stone:** This massive stone obelisk increases a druid's ability to cast a single spell when in contact with it. The creator chooses a druid spell for the stone to affect and a specific sacrifice (such as a cow or a pile of gems) that activates it. Thereafter, and druid can use meld into stone spell to merge with the standing stone and discover those two pieces of information. Once she has done so, she can activate the standing stone for herself only by making the designated sacrifice.

From that point forward, whenever the druid is in contact with the activated stone, she casts that spell as if it were affected by the Feats Empower, Enlarge, and Extend Spell. Because each standing stone affects only one spell, these items are typically arranged in circles with no more than 30ft between any adjacent pair, so that a druid may move to a new stone to cast a new spell each round. The caster level and market price (not including transportation) are determined by the level of the spell the stone affects, as shown on pg 30 of Masters of the Wild. (Only the PC who is bestowed as the Protector of the Grove may be allowed to purchase this item)

Caster Level: 5<sup>th</sup> (or high enough to cast the chosen spell); Prerequisites: Craft Wondrous Item, meld into stone, ability to cast the chosen spell, Campaign Documentation; Weight 8,000 lb.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 4

- ❖ Cloak of Elvenkind (Frequency: Adventure; DMG)
- ❖ Boots of Elvenkind (Frequency: Adventure; DMG)
- ❖ Brophy's Spellbook (Frequency: Adventure; see above)

#### APL 6 (all of APL 4 plus the following)

- ❖ Quaal's Feather Token (Whip) (Frequency: Adventure; DMG)
- ❖ Brooch of Shielding (Frequency: Adventure; DMG)

#### APL 8 (all of APLs 4-6 plus the following)

- ❖ Magic Item X (Frequency: X level caster; XX gp; DMG)
- ❖ Sandals of the Tigers Leap (Frequency: Adventure; see above)

#### APL 10 (all of APLs 4-8 plus the following)

- ❖ +1 Front Rapier (Frequency: Adventure; DMG)
- ❖ Monk's Belt (Frequency: 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 Items

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