



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Vel5-03 The Forgotten
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#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

☛ **Moonshadow's Waterproof spellbook:** See below for spellbook cost, spells contained: **APL 2:** *hold portal, unseen servant, ventriloquism, earthen grasp* (*Complete Arcane*); **APL 4:** as 2, plus: *phantasmal assailants* (*Complete Arcane*), *mirror image, stinking cloud*; **APL 6:** as 2-4, plus: *deep slumber, spectral weapon* (*Complete Adventurer*), *illusory walk*; **APL 8:** as 2-6, plus: *hallucinatory terrain, Rary's mnemonic enhancer, shadow form* (*Complete Adventurer*)

☛ **Letter of Commendation:** Bishop Morlov has written a nice letter for you praising your efforts on his behalf. PCs showing this letter to a member of the Church of Rao or College of the Divine may have a bit easier time getting information or help in future adventures. Also, Morlov himself will cast any non-evil, non-chaotic divine spell of 6th level or less one time for the PC, provided the PC pays for any material components, and the PC can reach him in Mitrik. (If an adventure takes place in Veluna but not Mitrik, non-Velunan PCs can get to Mitrik by paying 1 extra TU. Velunan PCs are assumed to be able to reach Mitrik in their "free time", with no extra TU charge.) Cross off this favor when he casts the spell.

☛ **A New Friend:** Selanior Moonshadow's familiar, S'Karr, has taken a liking to you and sees an opportunity to teach his offspring something of the world. The pseudodragon is sending one of his sons (S'Karr) to accompany one PC (decided by highest CHA, must be NG or CG), on his or her next ten adventures (counted by ARs). The chosen PC may send S'Karr away at any time before that point. S'Karr is an NPC controlled by the DM.

- **S'Karr:** Male pseudodragon; hp 15; see *Monster Manual* page 210. S'Karr is a young pseudodragon with an impetuous and curious nature. He acts the bravado, but is truly a coward and will hide from danger whenever possible. He likes jokes unless they are played on him, and is afraid of spiders.

☛ **Ironwood Bane Tattoo:** Because you assaulted an elven scout party that approached peacefully, you have been branded an enemy of the Ironwood. Expect bad things should you try to return there in future adventures. Also, the attitude of any good-aligned fey you meet starts off one step less friendly towards you. You also receive a -2 circumstance penalty to social interaction checks with good-aligned wood elves and fey.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Moonshadow's Waterproof[®] Spellbook (APL 2 spells) (Adventure; 1,050 gp; see above (**Complete Arcane*))
- ❖ *Badge of Valor* (Adventure; *Complete Adventurer*)
- ❖ *Elixir of Fire Breath* (Adventure; DMG)
- ❖ *Elixir of Swimming* (Adventure; DMG)
- ❖ Leafweave Leather Armor (Adventure; 750 gp; *Races of the Wild*),
- ❖ *Quaal's Feather Token: Anchor* (Adventure; DMG)
- ❖ *Quaal's Feather Token: Whip* (Adventure; DMG),
- ❖ *Universal Solvent* (Adventure; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ Moonshadow's Waterproof[®] Spellbook (APL 4 spells) (Adventure; 1,120 gp; see above (**Complete Arcane*))
- ❖ *Dust of Tracelessness* (Adventure; DMG)
- ❖ *Fochluchan Bandore* (Adventure; *Complete Arcane*)

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

- ❖ Moonshadow's Waterproof Spellbook (APL 6 spells) (Adventure; 1220 gp; see above (**Complete Arcane*))
- ❖ *Elixir of Truth* (Adventure; DMG)
- ❖ *Ring of Feather Falling* (Adventure; DMG)

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

- ❖ Moonshadow's Waterproof Spellbook (APL 8 spells) (Adventure; 1350 gp; see above (**Complete Arcane*))
- ❖ *Rope of Climbing* (Adventure; DMG)
- ❖ *Javelin of Lightning* (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 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