



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
Vel5-05 The Lost
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

☛ **Lived with the Fey:** This PC offered to take on Tallin's Green punishment and stay with the fey. The fey duke was impressed by the gesture (and figured that Green would have died soon anyway), so he only kept the PC in gardening service for a month or so (the Fey's time). The PC is charged 26 TU, but receives (1) a +3 competence bonus to all Knowledge (Nature) and Profession (Gardening) checks; (2) a +3 circumstance bonus to social interactions with all fey creatures; (3) access to the following feats: Elflore (*Dragon* 315), Initiate of the Faerie Mysteries (*Dragon* 319); (4) access to Ruathar prestige class (RoW); (5) regional access to: Elven thinblade (RoW), elven lighblade (RoW), elvencraft bow (RoW), elven double bow (A&E), Leafweave armor (any) (RoW), Wildwood armor (any) (RoW).

☛ **Captured by Fey:** This PC either attempted to steal the piece of the Holy Symbol or kidnap Tallin Green. In either case, the fey were able to overpower him and imprison him for this serious insult to their hospitality. The PC spends 39 TU as a prisoner of the fey, and suffers a -2 circumstance penalty to all future social-based skill checks with the fey.

☛ **Imprisoned by Fey:** This PC had the audacity to attack the Fey Court in their own audience chamber. The fey reigned in their fury long enough to keep from killing the PC, but he spends 52 TU in a fey prison. From now on he suffers a -4 circumstance penalty to all social-based skill checks with the fey.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

TU
Starting TU
0 TU
TU Cost
- TU
Added TU Costs
TU REMAINING

XP
Starting XP
- XP
XP lost or spent
Subtotal
+ 0 XP
XP Gained
FINAL XP TOTAL

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

Subtotal

+ 0 GP

GP Gained

Subtotal

+ GP

GP Gained

Subtotal

- GP

GP Spent

Subtotal

FINAL GP TOTAL