



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
VEL6-04 Shadowdancing
A Regional Adventure
Set in the Veluna Region

Event:

Date:

DM:

Signature

RPGA #

Play Notes:

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

Home Region

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

• **Enmity of Shadows:** This PC has raised the ire of a being from the Plane of Shadows.

• **Lost in Shadow:** This PC was transported to the Plane of Shadows. He will eventually find his way home to the Material plane, but not before spending 4 TUs wandering.

• **Thanks of the Fey:** For preventing an incursion of the shadarkai into the fey realms, the fey owe this PC a debt of gratitude. By spending an extra TU after any regional event to locate a contact and travel to and from the fey realms, the fey Duke grants access to any of the items in the access section marked with **. Cross off this favor and the item access once used.

• **Murders Solved:** For tracking down the source of the murders and informing them of their findings, this PC has the thanks of the Circle of Life. This favor counts as one influence point with that meta-organization.

• **Defended the Church's Reputation:** This PC gathered evidence that appears to exonerate the Church from any complicity in the deaths of a number of members of the Circle of Life. This favor counts as one influence point with any Church or Military meta-organization in Veluna.

• **Sylthar:** This PC has proven he is a true friend of the fey. You now have access to the Ruathar prestige class (*RotW*). Also, when redeeming the *Thanks of the Fey*, you may add the Feycraft template (*DMG II*) to any armor purchased, or you may purchase a single weapon with the Feycraft template (which must follow the normal rules for such an item). Cross off this portion of the favor once used.

• **Sylqueran:** This PC has redeemed himself in the eyes of the fey, and any past offenses against the Duke and his court have been forgiven. (The negative consequences of Captured by Fey or Imprisoned by Fey may be removed from the PC's AR for **Vel5-05 The Lost**.)

• **Sorrow of the Circle:** Despite his best efforts, this PC was unable to prevent a dark ritual from occurring, and the Circle of Life has suffered as a result. For the next four regional or meta-regional adventures set in Veluna, the PC may not live off the land, and suffers a -2 circumstance penalty to all social interactions when dealing with members of the Circle of Life.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Leafweave Armor** (Regional, *Races of the Wild*)
- ❖ Wildwood Armor** (Regional, *Races of the Wild*)
- ❖ Swiftwing Arrows** (Regional, *Races of the Wild*)
- ❖ Sleep Arrows** (Regional, *DMG*)
- ❖ Elven Hand Harp** (Regional, *Races of the Wild*)
- ❖ Collar of Obedience (Adventure, *Complete Adventurer*)
- ❖ +1 Gal-ralan (Adventure, *Fiend Folio*, Cost 1,000 gp)
- ❖ Vial of Night Extract (Adventure, *Fiend Folio*)
- ❖ Wand of Entangle (Adventure, CL 1st; cost 750 gp)

APL 8 (all of APL 6 plus the following)

- ❖ +2 Gal-ralan (Adventure, *Fiend Folio*, Cost 4,000 gp)
- ❖ +1 Mithral Shirt (Adventure, *DMG*)
- ❖ Tunic of Steady Spellcasting (Adventure, *Complete Adventurer*)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Brooch of Shielding (Adventure; *DMG*)
- ❖ +1 Light Fortification Mithral Shirt (Adventure, *DMG*)
- ❖ Headband of Intellect +4 (Adventure, *DMG*)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +3 Gal-ralan (Adventure, *Fiend Folio*, Cost 9,000 gp)
- ❖ Shadow Veil (Adventure, *Libris Mortis*)

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