



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VEL6-09 Whither Shandalanar

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 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

☛ **Reward from the Duke:** The Duke thanks you for your assistance in clearing out the bandit activity in the south of his diocese. He offers you the position of Sheriff of Shandalanar (assuming the town is ever re-occupied). In the meantime, he can arrange to have the items below marked with a “#” be made available to you. If you were under ‘classified custody’ or ‘cooperative detention’ on this mission, the frequency is increased to regional.

☛ **Marked by the Church:** PC has a *mark of justice* (CL 12) that will activate if she reveals any information about the Church's project or presence in Shandalanar within the next 6 TU played (end-of-year burn off, MIC time, and other non-playing TUs do not count). If the *mark* activates, she suffers a -4 penalty to all attack rolls, saving throws, ability checks and skill checks. No NPC priest in Veluna will remove this *mark* for the PC. A PC caster may, but will be kicked out of his meta-org if a member of a Velunan Church or College meta-org.

☛ **You told a secret!** You revealed a state secret, and the Church is not happy. Double all costs for NPC spell casting, potion or scroll purchases made in on the next four Veluna ARs. A member of any of the meta-orgs mentioned above who revealed the secret is expelled. TUs counted toward rejoining start with the next AR.

☛ **Guest of the Church:** PC was either incarcerated, or agreed to stay in Shandalanar for a while for security reasons (mark which one applies):

- ☐ lesser treason—serves 12 TU
- ☐ assaulting Church peace officer—serves 10 TU
- ☐ ‘classified custody’ and trial—serves 4 TU
- ☐ ‘cooperative detention’—stays for 2 TU

☛ **Reward from the Church:** You have done a good service for the Church regarding a sensitive matter. You are granted access to the items below that are marked with a “\$”. Members of the following meta-orgs have the frequency increased to regional: Church of Rao, Cuthbert, or Heironeous; Colleges of the Arcane or Divine; MTG; Knights of Salvation or Whitehale; Brotherhood of the Vale; Monastery of the Unseen.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ \$ # Pearl of Power (1st) (Adventure; 1000 gp; DMG)
- ❖ Wand of Cure Light Wounds (20 ch) (Adventure; 300gp; DMG)

APL 4 all of APL 2, plus

- ❖ Elixir of Fire Breath (Adventure; 1100gp; DMG)

APL 6 all of APL 2 & 4, plus

- ❖ \$ # Ring of Counterspells (Adventure; 4000gp; DMG)
- ❖ Rod of Lesser Metamagic (Silent) (Adventure; 3000gp; DMG)
- ❖ Sleep Arrow (Adventure; 132gp; DMG)

APL 8 all of APL 2, 4 & 6, plus

- ❖ Cloak of Resistance +2 (Adventure; 4000gp; DMG)
- ❖ \$ Domain Draught (Good) (Adventure; 8000gp; DMGII)
- ❖ \$ Domain Draught (Law) (Adventure; 8000gp; DMGII)

APL 10 all of APL 2, 4, 6 & 8, plus

- ❖ Chain Shirt +2 (Adventure; 4250gp; DMG)
- ❖ Cloak of Resistance +3 (Adventure; 9000gp; DMG)
- ❖ # Ring of Minor Acid Resistance (Adventure; 10,000gp; DMG)

APL 12 all of APL 2, 4, 6, 8 & 10, plus

- ❖ Hide Armor +2 (Adventure; 4265gp; DMG)
- ❖ Pearl of Power (3rd lvl) (Adventure; 9000gp; DMG)
- ❖ # Ring of Major Acid Resistance (Adventure 28,000gp; DMG)
- ❖ Ring of Protection +2 (Adventure; 8000gp; DMG)
- ❖ \$ Scabbard of Keen Edges (Adventure; 16,000gp; 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