



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

VEL8-05 Essence of Peace

A Regional Adventure
Set in Veluna



Play Notes:

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

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 1,800xp; 1,800gp

APL 8

max 2,250xp;
2,600gp

APL 10

max 2,700xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

APL 14

max 3,600xp;
13,200gp

APL 16

max 4,025xp; 6,600gp

To Hell and Back: You've saved the final representatives of the original village of Shandalanar. Gozrag took them with him when he destroyed Herion and his demiplane....now they are finally free. You've gained access to *celestial mount* (BED), *expanded aura of courage* (HoB), *guerilla warrior* (HoB), *mobile spellcasting* (CAAd), *purify spell* (BED).

The Devil's Mirth: By taking back the false Crook of Rao, you've greatly amused His Eminence Gozrag. He's decided to remind you of your misdeed every morning. When you wake, on your pillow is (or nearby) a devil's head shaped piece of hard candy with a 4" wood piece sticking out of the bottom. It has a very sharp cinnamon flavor with a hint of ash aftertaste. If the character on this AR also had a "failure" on VEL5-08/09; an additional piece of candy in the shape of skull will appear next to the devil's head. The skull shaped hard candy has a black licorice flavor with a hint of loam aftertaste. This is treated as a curse; *remove curse*, *break enchantment*, *miracle*, *wish* of 17th level caster can remove. That sucks!

Sainthood: By taking the place of Abromax Stromay, or by staying behind in place of the Crook of Rao; your name goes forward as a Saint and is quickly approved. On the anniversary of your sacrifice, prayers for your safety are said throughout the lands of Veluna.

Pie of Plenty: Once again you've taken the pie from the orc. But this time it will provide pies upon request. No flavor is too obscure. After saying the command words (I want <flavor> PIE!) It functions 3 times a day Caster 5th Craft Wondrous Item *create food and water* 750gp.

Belt of Health +2/+4*: This functions as an Amulet of Health, but takes up the waist body slot.

Cost: 6000 gp (+2); 20,000 gp (+4)

So long and thanks for all the fish: The Veluna Triad!

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ *Pink rhomboid ioun stone* (Adventure, DMG)
- ❖ *Scarlet and blue sphere ioun stone* (Adventure, DMG)
- ❖ *Pie of plenty* (Adventure, see above, 750 gp)

APL 10 (all of APL 6 plus the following):

- ❖ *Armbands of might* (Adventure, MIC, 4100gp)
- ❖ *Belt of health +2* (Adventure, Special, 4000gp)
- ❖ *Periapt of the sullen sea* (Adventure, MIC, 6000gp)
- ❖ *Ring of counterspells* (Adventure, DMG)

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

- ❖ *Dusty rose ioun stone* (Adventure, DMG)
- ❖ *Frost greataxe +1* (Adventure, DMG)
- ❖ *Boots of swift passage* (Adventure, MIC, 5000gp)

APL 14 (all of APLs 6-12 plus the following):

- ❖ *Incandescent blue ioun stone* (Adventure, DMG)
- ❖ *Frost thundering greataxe +1* (Adventure, DMG)
- ❖ *Monk's belt* (Adventure, DMG, 13,000gp)
- ❖ *Ring of minor spell storing* (Adventure, DMG)
- ❖ *Belt of health +4* (Adventure, see above, 16000gp)
- ❖ *Ring of spell turning* (Adventure, DMG)
- ❖ *Metamagic rod (lesser maximize)* (Adventure, DMG)

APL 16 (all of APLs 6-14 plus the following):

- ❖ *Pale green ioun stone* (Adventure, DMG)
- ❖ *Keen magebane scythe +1* (Adventure, DMG)
- ❖ *Frost thundering greataxe +2* (Adventure, DMG)
- ❖ *Third eye freedom* (Adventure, MIC, 2600gp)
- ❖ *Bracers of lightning* (Adventure, MIC, 11,000gp)

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

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

2 OR 4 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