



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
VEL7-04 Chasing Keys
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 _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

Dalt's Curse: You have desecrated a portal in the holy area of the God of Portals. Because of this, you have been cursed by the power of the god. You are physically incapable of opening any sort of portal, such as a door, window, chest lid, desk drawer, etc, by normal or magical means. (I.e. others must open them for you.) This does not include scabbards, pouches, or other containers. This curse can be removed by a *remove curse*, *wish*, or *miracle* at a caster level of 15 or higher.

Thanks of Westin Mori: Aside from any anonymous monetary gift you might have received, you get free standard upkeep in all Veluna regional adventures, free luxury upkeep in adventures taking place fully or partially in Devarnish, and any negative relationships you currently have with Velunan nobility are erased. Also, the next time you are jailed in Veluna or Verbobonc, the wheels of justice will be anonymously greased, reducing your sentence by up to 20 TUs (not applicable in cases of Murder, Treason or Sedition).

Enmity of Westin Mori: You've made life much more difficult for Westin, so he's making life much more difficult for you. Any favor granting free or reduced upkeep in Veluna is negated from this point on. In addition, your upkeep is doubled for all adventures in Veluna, doubled again for adventures set in Devarnish, and any jail time you are sentenced to double as well.

Thanks of Bishop Dorasie: For bringing Trisen Mori to justice, Bishop Dorasie arranges for two favors: (1) Regional access to the following alternative class features: spontaneous domain casting, deity's favor; and spells: *blessing of the righteous*, *condemnation*, *crown of protection*, *hesitate*, *inevitable defeat*, *radiance*, *slashing dispel*, *whelm* (all PH2) and (2) Access to the items below marked with a ^B. (Cross those items off if the PC does not get this favor.)

Glasya's Attention: You've managed to attract the attention of a cult of Glasya – and not in a good way. During each Veluna adventure you play, have the DM secretly roll a d20. On a 1, the cult sends either a standard *Monster Manual* hellcat (@APL 6-8) or barbed devil (@APL 10-12) to fight you. The DM has discretion as to when it appears and what it does.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Bolts of biting (Adventure, MIC, 506 gp)
- ❖ Electric eel elixir (Adventure, MIC, 400 gp)
- ❖ Eternal wand of detect magic (Adventure, MIC, 460 gp)
- ❖ ^B lesser armor crystal of lifekeeping (Regional, MIC, 1000 gp)
- ❖ Necklace of copper dragon scales (Adventure, MIC, 570 gp)

APL 8 (all of APL 6 plus the following):

- ❖ ^B lesser revelation crystal (Regional, MIC, 1000 gp)
- ❖ Pearl of speech (ignan) (Adventure, MIC, 600 gp)
- ❖ Pearl of speech (infernal) (Adventure, MIC, 600 gp)

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

- ❖ Eternal wand of disguise self (Adventure, MIC, 820 gp)
- ❖ ^B lesser crystal of mind cloaking (Regional, MIC, 4000 gp)
- ❖ Lesser metamagic rod of substitution (Adventure, MIC, 2700 gp)
- ❖ Sending stones (pair) (Adventure, MIC, 1400 gp)

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

- ❖ ^B greater fiendslayer crystal (Regional, MIC, 5000 gp)
- ❖ Snakeblood tooth (Adventure, MIC, 1350 gp)

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