



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VEL6-02 Scum and Villainy

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#

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

☛ **Smoke Bomb:** This small glass sphere contains a roiling mist inside of it. It can be used as a grenade weapon (10' range increment) or simply smashed at one's feet. Upon impact, the vial breaks releasing a fog cloud as per the spell cast by a 3rd level wizard. Faint conjuration; CL 3rd; Craft Wondrous Item, *fog cloud*; Price 500 gp.

☛ **Fogcutter Salve:** When smeared over the eyes, (a standard action) this salve increases the normal visual ranges associated with fog and fog-like spells (5' is clear, 10-15' away has partial concealment, 20'+ has total concealment). The effect lasts for 1 minute. Faint conjuration; CL 1st; Craft Wondrous Item, *snow sight*; Price 100 gp.

☛ **Gratitude of the Pack:** For assisting the Pack with protecting against a Church operation, you are given access to the Items in the access section that are marked with a B or D and receive an invitation to join the Pack. PCs that are members of the Pack already are given Regional access to the same items and may also waive the remaining time on the service requirement to advance to the next level in the organization. (They must still meet other eligibility requirements.) With either access, PCs may only purchase a wand of cat's grace once.

☛ **Wanted for Murder:** The authorities in Veluna are seeking you on charges of murdering a guardsman.

☛ **Gratitude of the Church:** For assisting the Church with the elimination of a Pack cell, you are given access to the Items in the access section that are marked with an A or C. Members of the Churches of Rao, St Cuthbert or Heironeous, the Mitrik Temple Guard, and or Knights of Salvation or Whitehle are given Regional access to the same items. Members of those Churches and the Guard (NOT the Knights) may also waive the remaining time on the service requirement to advance to the next level in the organization. (They must still meet other eligibility requirements.) With either access, PCs may only purchase a wand of bear's endurance once.

☛ **Disfavor of Rumontas:** Even in prison, Rumontas' word holds sway. If you are a member of the Pack, any real-world time required to advance to the next level is doubled. If not, you may never join the Pack. Any Pack member may make a DC 15 Knowledge (Local) check to recognize you as an enemy of the pack (hostile reaction).

☛ **A Bishop's Displeasure:** Bishop Dorasie is not happy with how events unfolded. Any real-world time required to advance to the next level of the Mitrik Temple Guard or Church of Rao is doubled. Any cost for NPC spell casting in Veluna is doubled for CY596 and CY597.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Elixir of Vision* (Adventure, DMG)^C
- ❖ Fogcutter Salve (Adventure, DMG)^B
- ❖ Smoke Bomb (Adventure, DMG)^B

APL 4 (all of APL 2 plus the following)

- ❖ *Elixir of Truth* (Adventure, DMG)^A
- ❖ *Elixir of Sneaking* (Adventure, DMG)^D
- ❖ *Elixir of Hiding* (Adventure, DMG)^D
- ❖ Silversheen (Adventure, DMG)^C

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Bead of Force* (Adventure, DMG)
- ❖ *Stone of Alarm* (Adventure, DMG)^A
- ❖ *Wand of Cat's Grace* (Adventure, DMG)^D
- ❖ *Wand of Bear's Endurance* (Adventure, DMG)^C

APL 8 (all of APLs 2-6 plus the following)

- ❖ *Banded Mail* +2 (Adventure, DMG)
- ❖ *Chain Mail* +2 (Adventure, DMG)
- ❖ *Dust of Tracelessness* (Adventure, DMG)^B
- ❖ *Quall's Feather Token* (Adventure, 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