



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed  
**VEL8-04 The Planting**  
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 2**

max 450xp; 450gp

**APL 4**

max 675xp; 650gp

**APL 6**

max 900xp; 900gp

**APL 8**

max 1,125xp; 1,300gp

**APL 10**

max 1,350xp; 2,300gp

**APL 12**

max 1,575xp; 3,300gp

**APL 14**

max 1,800xp; 6,600gp

**A Blessing from the Shalm:** You helped to cleanse the land of an abomination of nature. Obad-Hai thanks you with a boon: one time, as an immediate action, you may call out for his aid. This aid manifests in one of three ways, to be chosen by you at the time you call upon him. You gain characteristics of either a fish (swim [speed 20] and *water breathing*), a bird (*fly* [speed 40]), or a beast (+3 natural armor). Whichever effect you choose takes effect immediately and lasts for 5 minutes. Cross this off when used.

**All together now – Kum-ba-yaaa....:** This PC learned a lot from Sunbeam Moonshadow, and now has access to the following feats: Animal Friend, Gift of Faith, Sacred Vow, Subduing Strike, Vow of Nonviolence and Vow of Peace.

**I Don't Want to Go On the Cart...** You survived exposure to something a bit stronger than a nasty cold. Three times, as an immediate action, you may add a +4 circumstance bonus to your saving throw to resist a disease or disease effect. Cross this off once used. [ ] [ ] [ ]

**I'm Getting Better!** As long as you don't go on the cart, you gain the spell-like ability to cast *remove disease* once per adventure (caster level = hit dice).

**I'm Not Dead Yet!** You took a small side trip while fighting some fiends, and met some friends of Rao. You now have access to the Contemplative prestige class (Rao, Allitur, Zodal).

**For Your Next Mission:** The Church of Rao does one of the following for you: Upgrade any one suit of armor or weapon or shield with a synergy enhancement from the MIC with an enchantment bonus of +1 (PC must pay normal cost, and item must meet the synergy prerequisite) and add a +2 or +4 ability boost enhancement to any one magic item which occupies the appropriate body slot (i.e., Str = hands or waist; Dex = feet; Con = throat; Int = head; Wis = throat; Cha = shoulders). The cost for this is 4000 gp for a +2 bonus, or 12,000 gp for a +4 bonus.

**Chitin armor:** This equipment appears to be constructed from the carapace of a giant beetle or other similar vermin. Though quite sturdy, there are stains and discolorations that just won't come out (and it smells funny, too). Chitin armor is non-metallic, so druids can wear it without penalty. Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below. Chitin armor has 10 hit points per inch of thickness and hardness 5. Breastplate cost: 700 gp; armor bonus: +5; maximum Dex bonus: +4; armor check penalty: -3; arcane spell failure: 25%; speed 20 ft./15 ft.; weight: 30 lb. Buckler cost: 330 gp; armor bonus: +1; maximum Dex bonus: -; armor check penalty: 0; arcane spell failure: 5%; speed: -; weight: 5 lb.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 2:**

- ❖ +1 mithril shirt (Adventure; DMG)
- ❖ Chitin breastplate (Adventure; see above)
- ❖ Chitin buckler (Adventure; see above)
- ❖ Eternal wand (undetectable alignment) (Adventure; 820 gp; MIC)

**APL 4** (all of APL 2 plus the following):

- ❖ Chronocharm of the uncaring archmage (Adventure; MIC)

- ❖ Least crystal of return (Adventure; MIC)

- ❖ Hexbands (Adventure; MIC)

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

- ❖ +1 chitin breastplate (Adventure; 1,700 gp; see above)
- ❖ Belt of growth (Adventure; MIC)
- ❖ Lesser crystal of return (Adventure; MIC)

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

- ❖ +1 nimbleness chitin breastplate (Adventure; 4,700 gp; see above)
- ❖ Cloak of predatory vigor (Adventure; MIC)

**APL 10** (all of APLs 2-8 plus the following):

- ❖ +1 chitin buckler (Adventure; 1,330 gp; see above)
- ❖ Large +1 light fortification full plate (Adventure; 7,150 gp; DMG)

- ❖ Counterstrike bracers (Adventure; MIC)
- ❖ Ring of communication (Adventure; MIC)

**APL 12** (all of APLs 2-10 plus the following):

- ❖ +2 mithral shirt (Adventure; 5,100gp; DMG)
- ❖ Ring of counterspells (Adventure; DMG)

**APL 14** (all of APLs 2-12 plus the following):

- ❖ +2 mithral breastplate (Adventure; 8,200gp; DMG)
- ❖ Boots of swift passage (Adventure; MIC)
- ❖ Greatreach bracers (Adventure; MIC)

**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

I 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