



This Record Certifies that

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

*VTF5-04 Secrets and Lies*  
A Fals, Tuflik, Velverdyva Meta-Regional  
Adventure set in Veluna



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#

**595 CY**  
**ADVENTURE**

LEVEL OF  
PLAY  
(CIRCLE ONE)

**APL 4**

max 675 xp; 650 gp

**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

**APL 14**

max 1,800 xp; 6,600 gp

☛ **Favor of the Alliance:** The alliance recognizes your ability as a potential ally. You have made a contact for joining the metaregional metaorg, The Alliance.

☛ **Favor of the Pack:** You thwarted a plan to assassinate the Alpha Male. While adventuring in Veluna you will find your path easier. You gain, a +2 circumstance bonus on any Gather Information check made within the borders of Veluna.

☛ **Wanted by the Veluna Authorities:** Any and all authority figures in Veluna attempt to arrest you until they have succeeded or you turn yourself in. No church, noble, or knightly organization accepts the PC for missions within Veluna until the debt to society has been paid.

Turning yourself in or being caught yields punishment: (Circle all that are appropriate)

Murder of a guard member 52 TUs.

Assault of a guard member 26 TUs.

Fleeing the guard 13 TUs.

Assault of person, being or soul 6 TUs

\_\_ AR TUs spent on \_\_ DM initials.

☛ **A Friend of a Friend:** Sometimes, it pays to have connections. Unless the DM or adventure rule that it is entirely unreasonable, the PC can use this favor to convince an authority figure in the VTF metaregion to look the other way for a short period of time. Treat this as an Influence point for such figures, only expendable to allow leeway on a point of law or to get permission for something.

☛ **Blink and You Miss It!** It is hard to guard against all forms of chance, no matter how hard you try. Sometimes, it is not even a bad thing. If an item you possess is destroyed, you may use this favor to gain temporary access, for one adventure only, to purchase an identical replacement (only one).

☛ **Embarrassed:** Feeling a bit chagrined at the fact that PCs have done their job for them (if the PCs do surrender – this is not provided if they do not), the Mitrik Temple Guard provide access to any items marked with a \*. This access not provided if the Guards are hurt in any fashion.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 4**

- ❖ Amulet of Proof Against Detection and Location (Adventure, DMG)
- ❖ +1 Mithral Chain Shirt (Adventure, DMG)
- ❖ \* Wand of Lesser Vigor (Adventure, CD)

**APL 6** (all of APL 4 plus the following)

- ❖ Ring of Blinking (Adventure, DMG)
- ❖ \* Wand of Lesser Vigor (CL 5th, CD)

**APL 8** (all of APLs 4-6 plus the following)

- ❖ Gloves of Dexterity +4 (Adventure, DMG)
- ❖ +2 Mithral Chain Shirt (Adventure, DMG)
- ❖ Songblade (Adventure, Complete Adventurer)
- ❖ \* Wand of Cure Moderate Wounds (Adventure, DMG)

**APL 10** (all of APLs 4-8 plus the following)

- ❖ Cloak of Charisma +4 (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ \*+1 Mithral Full Plate (Adventure, DMG)

**APL 12** (all of APLs 4-10 plus the following)

- ❖ +1 Shocking Short Sword (Adventure, DMG)
- ❖ Gem of Seeing (Adventure, DMG)
- ❖ \* Vest of Resistance +4 (Adventure, CA)

**APL 14** (all of APLs 4-12 plus the following)

- ❖ Belt of Giant's Strength +4 (Adventure, DMG)
- ❖ +1 Flaming Shocking Short Sword (Adventure, DMG)
- ❖ +3 Mithral Chain Shirt (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)
- ❖ \* Vest of Resistance +5 (Adventure, CA)

**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