



This Record Certifies that

Played
by _____
Player _____ RPGA # _____

Has Completed
VEL7-02 Idle Hands
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 _____



597 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

Kissed by an Angel: You were more than friendly towards Lady Briella d'Fera. She asks for your discretion in the matter, but hopes you can get together again sometime soon. Who knows where this could lead?

Rewarded by Stephon Nital: For discovering and foiling the assassination plot, the Baron gives you access to the items marked with a "#" below, as well as the chance to purchase either the *paralytic burst* or *slow burst* weapon enhancement (found in the *Magic Item Compendium*). (Mark this favor off when used.)

Wanted by the Law: You have been accused of being involved in an assassination plot, and fought/ran from the authorities. If you play in a Veluna-based adventure, you must make a DC10+APL Disguise check or be arrested and held for your crimes (____ TUs).

Potion of Discern Shapechanger: This potion allows the imbiber to see the true form of one creature per round for 3 rounds. The creature(s) must be within 60 feet, and discerning their true form requires concentrating as a standard action. See *Spell Compendium*, pg 66, for more details. (Adventure; SC; CL 3rd; 325 gp)

Wanted by a Devil: You are high on someone's list of enemies. They know you did something bad to them, and want retribution. Circle all that apply.

- Trisen Mori - No Mori will ever hire you for a job. You suffer a -2 circumstance penalty when dealing with Veluna nobility. Any Veluna regional taking place in Devarnish diocese has its upkeep cost doubled.
- "Imam Fazan" - At the beginning of every adventure (Regional, Meta-Regional or Core) taking place in Veluna, there is a chance someone tried to kill you the night before. Roll % dice:
 - 01 - 07: start the adventure with ½ hp, lose 1 TU
 - 08 - 20: start the adventure with ¾ hp
 - 21 - 00: start the adventure as normal.
- Other - You have earned the eternal enmity of someone with a very long life expectancy. The exact nature of their revenge is yet to be revealed.

Potion of Lesser Vigor: This potion grants the imbiber fast healing 1 for 11 rounds. (Adventure; SC; CL 1st; 50 gp)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Potion of lesser vigor* (Adventure; SC; CL 1st; 50 gp)
- ❖ *Potion of discern shapechanger* (Adventure; SC; CL 3rd; 325 gp)
- ❖ # *Badge of valor* (Regional; MiC; 1,400 gp)
- ❖ # *Medal of gallantry* (Regional; MiC; 1,350 gp)

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

- ❖ *Necklace of Fireballs, Type I* (Adventure; DMG)
- ❖ # *Heraldic crest of courage* (Regional; HoB; 4,000 gp)

APL 6 (all of APLs 2-4 plus the following except *Necklace of Fireballs, Type I* plus the following):

- ❖ *Necklace of Fireballs, Type II* (Adventure; DMG)
- ❖ *Quall's feather token (whip)* (Adventure; DMG)
- ❖ # *Heraldic crest of valiant defense* (Regional; HoB; 6,000 gp)

APL 8 (all of APLs 2-4 plus the following except *Necklace of Fireballs, Type I* plus the following):

- ❖ *Cloak of Elemental Protection* (Adventure; MiC; 1,000 gp)
- ❖ # *Daern's Instant Tent* (Regional; MiC; 9,000 gp)

MiC - *Magic Item Compendium*

HoB - *Heroes of Battle*

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