



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Vel5-04 Blood Money
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#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

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

☛ **Favor of the High Roads Trading Company:** For turning over the key to the IRC code to Journeyman Ralish of the High Roads Trading Company, and saving Journeyman Ralish from the vampires and eliminating their domination of him, you have earned the favor of the HRTC. The HRTC will search the Flanaess one time for any one minor or medium wondrous item for you to purchase at standard costs. You may purchase any one item, one time, from tables 7-27 or 7-28 in the DMG. You must spend 1 TU to work with the HRTC agents in obtaining this item from abroad. Cross off this favor once it is used. Frequency: Regional.

☛ **Touched by Death:** Due to your close encounter with multiple powerful vampires from the IRC (including destroying a nest of the beasts) you have gained some valuable experience with the undead. You now have access to the following feats and prestige class from *Libris Mortis*: Enduring Life, Lasting Life, Vampire Hunter, Sacred Vengeance, Sacred Vitality, and Spurn Death's Touch; Sacred Purifier. This only gives you access to the feats and prestige class, you must still meet all pre-requisites and must still take the feat/class normally when you gain a new feat/class.

☛ **Black Obsidian Dagger:** This masterwork dagger is made from a single piece of black obsidian. It is carved with various symbols that ward against demons. It radiates faint magic, but the purpose of this magic is unknown at this time. Cost: 302 gp.

(Cont): Frequency: Adventure.

☛ **Favor of the Church of Rao:** For wiping out the nest of vampires that had taken over the IRC and reporting your deed to the Church of Rao, the Church has given you this boon. The Church of Rao in Veluna City will cast a *raise dead* spell on you for half your normal cost (including half cost of the material component, or half the cost in influence). You are treated as a minimum of class 2 for determining the cost of this one spell casting. Your body must be transported to Veluna City. If you die in anything other than a Veluna Regional scenario, or a meta-regional scenario set in Veluna, you plus one other person at the table (the person transporting your body) must spend one extra TU to reach Veluna City. Cross off this favor once it is used.

☛ **Gnome Vale Green Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale green gemstone*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Ectoplasmic Ichor* (Adventure; *Libris Mortis*)
- ❖ Black Obsidian Dagger (Adventure; See above)

APL 8 (all of APL 6 plus the following)

- ❖ *+1 Mithral Shirt* (Adventure; See DMG)
- ❖ *Cloak of Resistance +2* (Adventure; See DMG)
- ❖ *Bracers of Armor +2* (Adventure; See DMG)

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

- ❖ *+2 Mithral Shirt* (Adventure; See DMG)
- ❖ *Cloak of Resistance +3* (Adventure; See DMG)
- ❖ *+1 Keen Rapier* (Adventure; See DMG)
- ❖ *Monk's Belt* (Adventure; See DMG)

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

- ❖ *Gloves of Dexterity +4* (Adventure; DMG)
- ❖ *Ring of Spell Storing (minor)* (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