



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
Vel4-09 Shattered Faith
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 _____



Adventure Record#

594 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

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

❖ **Rockhammer Chainmail** – This Mithral Chainmail was given to one of the Margraves of Kempton Pass in recognition of his valor and his loyalty to his dwarven allies. This armor garners the wearer a +2 circumstance bonus to Diplomacy checks with members of the Rockhammer Clan of dwarves. Its magical properties and cost depend on the APL played:

APL 6 - +1 *Anti-Impact Mithral Chainmail* (7,150 gp)

APL 8 - +2 *Anti-Impact Mithral Chainmail* (10,150 gp)

APL 10 - +2 *Anti-Impact Glamered Mithral Chainmail* (12,850 gp)

APL 12 - +3 *Anti-Impact Glamered Mithral Chainmail* (17,850 gp)

❖ **The Bastion of Faith** – The Church will allow **ONE PC** from among those recovering the relic to purchase the keep “Bastion of Faith”, provided he or she promises to restore it to a certain status within a year’s time. The PC must have an alignment of Lawful Good, Neutral Good or Lawful Neutral, and Raoans will have the first option, then DM’s discretion. Taxes and maintenance costs below will be collected once building is completed, and do not include any staff. The Church will station some soldiers there and provide minimal staffing. Contact Veluna Meta-Org POC for cert upon completion.

Purchase Cost – 11,000 gp (Adventure)

Restoring Cost – 22,000 gp

Date by which rebuild must be completed (ie costs must be paid) is one year from the date of this AR.

Annual tax/maintenance – 1,100 gp/year

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Rockhammer chainmail* (Adventure; see above)
- ❖ *Wand of cure light wounds* (Adventure; DMG)
- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ *Pearl of power (1st level)* (Adventure; DMG)
- ❖ *Pearl of power (2nd level)* (Adventure; DMG)
- ❖ *Vest of resistance +1* (Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ +2 *Hide armor* (Adventure; DMG)
- ❖ +2 *Chain shirt* (Adventure; DMG)
- ❖ *Bracers of armor +2* (Adventure; DMG)
- ❖ *Vest of resistance +2* (Adventure; DMG)

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

- ❖ *Horn of goodness/evil* (Adventure; DMG)
- ❖ *Vest of resistance +3* (Adventure; DMG)

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

- ❖ *Ioun stone (pink rhomboid)* (Adventure; DMG)
- ❖ *Cloak of charisma +2* (Adventure; DMG)
- ❖ *Pearl of power (3rd level)* (Adventure; DMG)
- ❖ *Bracers of armor +3* (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