



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
VTF6-04 Faire Trade
A Fals, Tuflik, Velverdyva Meta-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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

➤ **Access to the Seeker of the Song:** The PC has met the special requirement for this prestige class.

➤ **Masterful Marionettes of Mirth:** A set of magical masterwork puppets (requires two hands to use), which are a masterwork item for Perform checks. Provides a +1 modifier to the DC on Bardic suggestion attempts, this bonus increases to +2 for Bards with 5 or more ranks in Perform (Oratory or Comedy). If used by someone with 8 or more ranks in a Perform skill, once per week may cast *Tasha's hideous laughter*. Faint Enchantment: CL 5th; Craft Wondrous Item, *Tasha's hideous laughter*, permanency; Price 670gp

➤ **Rare Find:** The PC obtained access to immediately purchase (on this AR) one item worth up to 10,000gp from the following DMG Tables: 7-17, 7-18, 7-19, 7-23, 7-24, 7-26, 7-27, and 7-28. The Item is _____ and the final price was _____. It takes 2 TU to travel to the pick-up spot (4 TU for any PCs with Home Regions outside the VTF).

➤ **Falwur Brewfest Faire Champion of _____:** The Falwur Graf uses his contacts and the PC may pay and upgrade (once only) any one stat item any time in the future, from +2 to +4 or +4 to +6 (except gauntlets) at normal cost.

➤ **Falwur Charger:** As a Light Warhorse, but has the Powerful Charge feat as a bonus feat (see *Monster Manual*/page 266) - this is not conferred on the rider. Price 400gp. A maximum of one Falwur Charger may be bought per PC. PCs with an animal companion class feature may use a purchased Falwur Charger in place of a standard light horse; until the Charger is killed (it may not be replaced).

➤ **Rozeen's Orange Cough Drops:** Bag of 5 for 500gp. Does not radiate magic and PCs may only purchase one bag each. Each drop acts as both a *goodberry* and an *endure elements*.

➤ **Circlet of the Servant:** This cursed item is keyed to the head slot. The letter V graces the front. The circlets provide Fast Healing 2 and a -5 penalty to all Will saves. The item can only be removed by a remove curse, wish or miracle spell, and ceases to function permanently if this is done. The only way it can be removed intact is by the creature dying (and someone removing the item whilst they are deceased). Strong Conjunction (healing): CL 17th; cannot be crafted.

➤ **Thanks of the Mitrik Temple Guard:** The PC may select one adventure access item on this AR and make it meta-regional access. Circle item chosen.

TU

Starting TU

1 OF 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Cloak of Elemental Protection* (Adventure; *Miniature's Handbook*)
- ❖ *Bracers of Quick Strike* (Adventure; *Miniature's Handbook*)
- ❖ *Vest of Resistance +1* (Adventure; *Complete Arcane*)
- ❖ *Scroll of Earthbind* (Adventure; *Spell Compendium*)
- ❖ *Quaall's Feather Token (whip)* (Adventure; *DMG*)
- ❖ *Scroll of Teleport* (Adventure; *DMG*)

APL 8 (all of APL 6 plus the following):

- ❖ *Ring of Counterspells* (Adventure; *DMG*)
- ❖ *Wand of Magic Missiles (1st)* (Adventure; *DMG*)

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

- ❖ *Vest of Resistance +2* (Adventure; *Complete Arcane*)
- ❖ *Gloves of Arrow Snaring* (Adventure; *DMG*)

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

- ❖ *+1 Corrosive Greatclub* (Adventure; *Dungeon Master's Guide II*)
- ❖ *Metamagic Rod of Sculpting, lesser* (Adventure; *Complete Arcane*)

APL 14 (all of APL 6-12 plus the following):

- ❖ *Vest of Resistance +3* (Adventure; *Complete Arcane*)
- ❖ *Cloak of Resistance +2* (Adventure; *DMG*)
- ❖ *+1 Corrosive, Earth Elemental Power (large) Greatclub* (Adventure; *Dungeon Master's Guide II*)
- ❖ *Cloak of Charisma +4* (Adventure; *DMG*)
- ❖ *Ring of Greater Counterspells* (Adventure; *Dungeon Master's Guide II*)

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