



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF7-01 Glass Beads

A Fals, Tuflik, Velverdyva Meta-Regional  
Adventure set in Ket 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#

597 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

☛ **Services of the Mouqollad Consortium:** In return for an extra 2 TU spent on this AR, they introduce you to local contacts and provide access to an item previously offered. Any one previous AR set in the VTF metaregion may have one/two item(s) previously available in the Item Access area become Adventure Access again for the PC. These contacts must be used in the next six months (from the date the adventure is played) – the favor is useable once only. Note the item(s) and AR originally found, and the AR upon which the favor is used when employed: \_\_\_\_\_

☛ **Inspiration of Shirae (Bx):** Spending an extra 2 TU on this AR, you have learned the secret of concentrating your mental or physical prowess. As an immediate action, usable once only, you may add your character level as an enhancement bonus to a single stat (your choice) for one round. Mark used when employed.

☛ **Ice Cold** – Farid was executed and you did not intervene. You may not benefit from the **Ket Government Access** on this AR – cross it out.

☛ **Ket Government Access:** In return for your assistance, the Ket government makes all items on the AR Item Access at your APL or lower marked with a \* available.

☛ **Just Desserts:** This PC stole equipment from the dead of the Silverpick clan. Metamagic feats employed by dwarves do not work for the PC until such time as the PC spends 12 TU in charitable acts. Likewise, any dwarf who receives this award cannot employ or benefit from metamagic feats in any fashion until the TU expenditure is made. The award may not be removed in any other fashion.

☛ **Ores** – Ore from the armor is made available. There are two options (circle one):

- 1) Gift: give the ore to the Mouqollad Consortium and be provided **Ket Government Access**; or
- 2) Keep: spend an extra 4 TU immediately on this AR – you may then purchase either mithral chain shirt or adamantine full plate (or +1 varieties) and the wearer benefits from an *Endure Elements* while wearing them (CL1) – the item remains a standard item for upgrading. Access: Metaregional.

☛ **Lawbreaker:** You broke the laws of Ket and sentenced to \_\_ TU in the stocks or \_\_ TU in the mines. You have served / not served them.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

❖ \*bracers of archery, lesser (DMG, Adventure)

❖ \*headband of conscious effort (Complete Adventurer, Adventure)

❖ \*pearl of power 2<sup>nd</sup> level (DMG, Adventure)

APL 8 (Including APL 6)

❖ \*weapon upgrade to *merciful* (DMG, Adventure)

❖ *belt of dwarvenkind* (DMG, Adventure)

❖ \*+2 mithral chain shirt (DMG, Adventure)

❖ \*pearl of power 3<sup>rd</sup> level (DMG, Adventure)

APL 10 (Including APL 6 and 8)

❖ \*scabbard of keen edges (DMG, Adventure)

❖ \*armor upgrade to *death ward* (Complete Divine, Adventure)

❖ \*choker of eloquence, greater (Complete Adventurer, Adventure)

❖ \*pearl of power 4<sup>th</sup> level (DMG, Adventure)

APL 12 (Including APL 6, 8 and 10)

❖ \*+3 mithral chain shirt (DMG, Adventure)

❖ \*bracers of archery, greater (DMG, Adventure)

❖ \*cloak of displacement, minor (DMG, Adventure)

❖ \*pearl of power 5<sup>th</sup> level (DMG, Adventure)

APL 14 (Including APL 6, 8, 10 and 12)

❖ +1 bane-human longspear (DMG, Adventure)

❖ \*+4 mithral chain shirt (DMG, Adventure)

❖ \*pearl of power 6<sup>th</sup> level (DMG, Adventure)

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 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