



This Record Certifies that

Character Name _____ Class and Levels _____

Player Name _____ RPGA # _____

Has Completed

VTF7-06 Left Unsaid

A Fals, Tuflik, Velverdyva Meta-Regional
Adventure set in the 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 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp (480 xp);
3,300gp (1,650 gp)

APL 14

max 1,800xp (540 xp);
6,600gp (3,300 gp)

Blessing of the Goddess: For helping a devoted servant of Ehlonna, and helping Thaslin complete his atonement, the goddess has blessed you. Once, even after the dice have been rolled, this PC may increase their armor class by +15 against one attack. This bonus may be applied as an immediate action that can be used even when flatfooted. It cannot be used against an opponent the PC cannot see. This bonus stacks with all others and may be used to negate the confirmation roll of a critical hit. Cross off once used.

Thanks of the Mouqollad: This influence point may be expended to gain a +20 circumstance bonus on a Diplomacy check to reduce a legal penalty in the VTF or may be used to gain access to a *resurrection* spell cast by a 13th level cleric. Cross off once used. The PC must pay all costs associated with the spell, including the component cost.

Lawbreaker: You have broken Ket law. You may flee punishment, but if you are caught (25% chance whenever you are in Ket) your adventure immediately ends as you serve twice the original sentence.

Crime & Sentence: _____

Fled? N / Y (If Y, double sentence was served on AR: ____ DM

initials and RPGA# _____)

Heart of Tharizdun: The red gem found beneath the statue of Tharizdun in the earth node can be imbued into a ring. Once per day, if the wearer of this ring should drop below 0 hit points the ring, as an immediate action, casts *delay death* (CL 7th; SpC) on its wearer.

However, for the 24 hours following the use of this ability the bearer is subject to the effects of 1 negative level. This negative level cannot be removed in any way (including through standard use of spells) and remains until 24 hours pass. (Moderate abjuration; CL 12th; Cannot be crafted. Price 9,000 gp).

A Careful Word: The Consortium is pleased with your efforts. In return for 2 TU expended immediately on this AR, they put in a good word with their contacts across the Flanaess. You may use this to reduce the cost of any purchased (but not crafted) magical item that you have access to, that has a value of 25,000 gp or less and is bought within the next three ARs from this adventure by 20%. This may be combined with other favors that reduce the cost of a magical item.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found MIC – Magic Items Compendium

APLs 4-6

- ❖ *Heart of Tharizdun* (Metaregional, see above).
- ❖ ^M *Crystal of return, least* (Metaregional, MIC, p. 65)
- ❖ ^M *Crystal of bent sight* (Metaregional, MIC, p. 25)
- ❖ ^M *Bracers of quick strike* (Adv, MIC, p. 81)
- ❖ ^M *Gauntlets of energy transformation* (Adv, MIC, p. 102)
- ❖ ^M *Bracers of arcane freedom* (Adv, MIC, p. 80)

APLs 8-10 (all of APLs 4-6 plus the following)

- ❖ ^M *Lesser crystal of screening* (Metaregional, MIC, p. 26)
- ❖ ^M *Cadecus bracers* (Adv, MIC, p. 84)
- ❖ ^M *Collar of healing* (Adv, MIC, p. 89)
- ❖ ^M *Lesser crystal of return* (Metaregional, MIC, p. 65).
- ❖ ^M *Cloak of the salamander* (Adv, MIC, p. 88)

APLs 12-14 (all of APLs 4-10 plus the following)

- ❖ ^A *Greater crystal of security* (Adv, MIC, p. 65)
- ❖ ^M *Desperation chain* (Adv, MIC, p. 93)
- ❖ ^A *Stone of good luck* (Adv, DMG)
- ❖ ^M *Crystal mask of mind armor* (Adv, MIC, p. 92)
- ❖ ^M *Greater crystal of return* (Metaregional, MIC, p. 65).
- ❖ ^A *Gloves of the titan's grip* (Adv, MIC, p. 107)
- ❖ ^A *Goggles of draconic vision* (Adv, MIC, p. 107)

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