



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
VTF4-05 The Air Node
A Meta-Regional Adventure
Set in the Ekbir 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 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

APL 16
max 2,025xp; 9,900gp

☛ **Rod of Avinar:** This Y-shaped rod is sensitive to earth currents. When held by both ends, it vibrates all the more intensely as earth currents get stronger. Frequency: Adventure; Market Price: 200 gp.

☛ **Promise of Sargen:** Sargen has promised to help you to defeat Lareth the Beautiful.

☛ **Blessing of the Dark God:** This PC gains Darkvision 60 ft and Light Blindness (abrupt exposure to bright light [such as sunlight or *daylight* spell] blinds the PCs for 1 round. On subsequent rounds, he is dazzled while operating in bright light). This effect can be removed with a *break enchantment* against DC 11+APL. Both effects are removed at once (darkvision and light blindness). If they are not removed before, these effects disappear after 4 TUs.

☛ **The Bottle of Perfume of Imperial Rose:** This extraordinary perfume was made with petals of a legendary Baklunish flower, the imperial rose. This perfume is exquisite and very rare. Frequency: metaregional; Market Price: 500 gp.

☛ **Hideous Nightmares:** This PC has hideous nightmares each night except when sleeping in a *protected from evil* area (such as an area under a *hallow* spell). Each morning after having suffered nightmares, the PC is fatigued (Fortitude Save DC 20 negates, PCs *Touched by the Lord of Destruction* from VTF 4-04 suffer a -2 circumstance penalty to this check). It has no harmful effect besides this and does not prevent them from regaining spells. This effect can be removed with a *break enchantment* against DC 11+APL.

☛ **Gratitude of Roxafamiz:** The Djinn Roxafamiz thanks the PC for his freedom. First he will come to help the PC once in the future at any time. He has given a magical amulet to the PC. To call him, the PC must say loudly his name and the amulet must be worn. Roxafamiz is a normal djinn (see *MM*). Roxafamiz will help the PCs only once (cross this paragraph when used). Second, if the PC is able to cast the *create water* spell, Roxafamiz gives him the power to cast *create wine*. The spell *create wine* is exactly the same as *create water* except that it creates red wine instead of water.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8:

- ❖ +1 full plate of light fortification (Freq: Adv; DMG)
- ❖ Bottle perfume of imperial rose (Freq: Metaregional; see above)
- ❖ *Potion of fly* (Freq: Adv; DMG)
- ❖ *Rod of Avinar* (Freq: Adv; see above)

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

- ❖ +1 heavy steel shield of light for (Freq: Adv; DMG)
- ❖ *Scroll of overland flight* (Freq: Adv; DMG)
- ❖ *Air elemental gem* (Freq: Adv; DMG).

APL 12 (all of APL 8-10 plus the following):

- ❖ *Broom of flying* (Freq: Adv; DMG)
- ❖ *Scroll of transmute mud to rock* (Freq: Adv; DMG)
- ❖ *Scroll of greater dispel magic* (Freq: Adv; DMG).

APL 14 (all of APL 8-12 plus the following):

- ❖ +1 full plate of moderate fort (Freq: Adv; DMG)
- ❖ *Carpet of flying 5 ft by 5 ft* (Freq: Adv; DMG)
- ❖ *Scroll of chain lightning* (Freq: Adv; DMG)
- ❖ *Dust of disappearance* (Freq: Adv; DMG)
- ❖ *Horseshoes of a zephyr* (Freq: Adv; DMG).

APL 16 (all of APL 8-14 plus the following):

- ❖ *Scroll of summon monster VII* (Freq: Adv; DMG)
- ❖ *Carpet of flying 5 ft by 10 ft* (Freq: Adv; DMG)
- ❖ *Bottle of air* (Freq: Adv; DMG)
- ❖ *Wind fan* (Freq: Adv; 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 Items

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

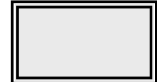
Starting TU

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