



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed

VTF6-05 Autumn

A Fals, Tuflik, Velverdyva Meta-Regional
Adventure set in Verbobonc 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 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; 3,300gp

APL 14

max 1,800xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

• **Appreciation of Mayor Nightbreeze:** For successfully solving the murder of her villagers, the mayor of Ketter's Hearth has invited you to become a resident of the town (as per the *Verbobonc Town Project*). However, you do not need to be a resident of Verbobonc. Members of the Gnarley Rangers, Gnarley Druids, and/or Elven Clans of the Gnarley Forest meta-org may treat teepees, hammocks, or tents as a Residence (Cottage) for purposes of their residence. However, characters wanting to live in a Residence larger than a cottage must spend double the base cost to make the structure "forest friendly." Characters that are not residents of Verbobonc must contact the Verbobonc Triad to provide character information before using this reward.

• **Bane of Winter:** You accepted the Mark of Winter but did not allow Autumn to die. The magical benefits of the holy symbol fade and the item becomes a loadstone. It can only be removed after a successful *break enchantment*, *limited wish*, *miracle*, or *wish* spell cast with a DC 25 Caster Level check.

NOTE: Those possessing the special holy symbol of the Reaper from *Dyv6-01 Festival of the Blood Moon* may have had the item modified, merging the two symbols. In that case, you lose the benefits of both items even after the effects of the lodestone are removed.

• **Blessing of Winter:** You have accepted the Mark of Winter, a blue-tinted iron holy symbol that appears to be a blend of the shalm of Obad-Hai and the death's-head of Nerull. At all times, the holy symbol must be prominently displayed. As long as it is, your Cold Resistance increases by 5 (at a minimum of 5 if you do not normally have cold resistance). If at any time the symbol is covered or removed, this benefit is lost and cannot be regained without an *atonement*.

NOTE: Rather than accepting a new holy symbol, anyone wearing the special holy symbol of the Reaper from *Dyv6-01 Festival of the Blood Moon* may have that item modified, gaining the benefits of both, but having the restrictions of both as well.

• **Bounty of the Forest:** Members of any of the Elven Clans of the Gnarley Forest (at the beginning of this event) receive Meta-Regional Access to all the items listed below with an asterisk.

• **Herald of Winter:** Autumn died and Winter has arrived. For the next 52 Time Units you spend adventuring, you lose any Cold Resistance or Immunity you have and cannot gain any more regardless of the source (spells, class abilities, etc.).

• **Herald of Summer:** Autumn was prevented from summoning Winter. For the next 52 Time Units you spend adventuring, you have Cold Resistance 5.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 4

- ❖ *+2 Leather Plate (Adventure; A&EG)
- ❖ Safewing Emblem (Meta-Regional; 250 gp; RoW)
- ❖ Magic Sleeping Bag (Meta-Regional; 1,000 gp; MH)
- ❖ Wand of detect magic (Meta-Regional; DMG)

APL 6 (all of APLs 4 plus the following)

- ❖ Druid's Vestment (Meta-Regional; DMG)
- ❖ Eyes of the Eagle (Meta-Regional; DMG)
- ❖ Lens of Detection (Meta-Regional; DMG)
- ❖ *Periapt of Wisdom +4 (Adventure; DMG)

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

- ❖ *+2 Cold Resistance Leather Plate (Adventure; A&EG)
- ❖ Belt Of Hidden Pouches (Meta-Regional; 5,000 gp; RoW)
- ❖ Beastskin* armor enhancement (Meta-Regional; CAD)

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

- ❖ Survival Pouch (Meta-Regional; 5,000 gp; RoW)
- ❖ *Periapt of Wisdom +6 (Adventure; DMG)
- ❖ Python Rod (Meta-Regional; DMG)
- ❖ Wild armor/shield enhancement (Meta-Regional; DMG)

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

- ❖ Ring Of Water Walking (Meta-Regional; DMG)
- ❖ *Vest Of Resistance +3 (Adventure; Complete Arcane)
- ❖ Boccob's Blessed Book (Meta-Regional; DMG)

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

- ❖ Amulet of Mighty Fists +2 (Meta-Regional; DMG)
- ❖ Bracers of Archery, Greater (Meta-Regional; DMG)
- ❖ *Cloak of Charisma +6 (Adventure; DMG)
- ❖ Compact weapon enhancement (Meta-Regional; CAD)

APL 16 (all of APLs 4-14 plus the following)

- ❖ *+4 Cold Resistance Leather Plate (Adventure; A&EG)
- ❖ Periapt Of Proof Against Poison (Meta-Regional; DMG)
- ❖ Ring Of Freedom Of Movement (Meta-Regional; DMG)
- ❖ Staff Of The Woodlands (Meta-Regional; 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 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