



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF4-04 *Insidious Malfeasance*

A Fals, Tuflik, Velverdyva Meta-Regional  
Adventure Set in the Viscount of Verbobonc



### 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 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

☛ **Touched by the Lord of Destruction:** Any PC that died in the Moathouse dungeon can be *raised* or *resurrected* as normal (Canoness Y'dey, in the nearby town of Hommllet, can cast either spell for the appropriate price; (of course the PCs must provide the material component), but continually feels Tharizdun's icy grip on his or her soul. This PC suffers a permanent -1 penalty on Will saves, but gains a +1 bonus on Fortitude saves. Only a *wish* or *miracle* can undo Tharizdun's dread touch (eliminating both the penalty and the bonus).

☛ **Favors of Lords Burne and Rufus:** For willingness to enter the dangerous Moathouse Dungeon, Lords Burne and Rufus of Doomwatch Keep reward this PC. Lord Rufus, a skilled fighter, arranges to teach one of the following *Miniature Handbook* feats to the PC (circle one when used): Hurling Charge, Martial Throw, Reckless Charge, Second Wind. Additionally, Lord Burne, a powerful wizard, arranges to teach one of the following *Miniature Handbook* feats to the PC (circle one when used): Mounted Casting, Sudden Empower, Sudden Extend, Sudden Silent, Sudden Still.

☛ **Trinket of Travel:** For rescuing Walker Salidius from the Moathouse, this PC has been gifted with a magical wooden trinket by Father Pilchus, head of the Church of Fharlanghn in Verbobonc. One time only, the PC may activate the trinket as a free action to receive the benefit of a *dimension door* spell (caster level 6<sup>th</sup>) affecting only the PC. One round after it is used, the trinket explodes in a twinkle of silvery powder forming the shape of a small arrow pointing north. After two rounds, the powder fades away. Once this trinket is used, cross it off this AR.

☛ **Maze of Tharizdun:** This PC disobeyed the orders of Rufus and Burne and went upstairs, triggering the trap. In addition to suffering a TU penalty equal to half the APL at which this scenario was played, the PC also suffers from nightmares of hideous creatures from beyond the void of time and space, slowly picking at the strands of his/her sanity. As a result, the PC's mental resolve is weakened and battered. For the next number of scenarios equal to this APL, once per scenario when subjected to any spell or effect requiring a Will save, if the save was successful – the PC must save again and take the result in place of his original save. Note – the intent here is that the PC must make two saves and take the worse of the two.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 6 and 8

- ❖ *Bead of Force* (Freq: Adv; DMG)
- ❖ *Belt of One Mighty Blow* (Freq: Adv; Mini-HB)
- ❖ *Chime of Opening* (Freq: Adv; DMG)
- ❖ *Field Provisions Box* (Freq: Adv; Mini HB)
- ❖ *Magic Sleeping Bag* (Freq: Adv; Mini HB)

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

- ❖ +2 *Breastplate* (Freq: Adv; DMG)
- ❖ +2 *Chainmail* (Freq: Adv; DMG)
- ❖ +2 *Full Plate* (Freq: Adv; DMG)
- ❖ *Talisman of the Sphere* (Freq: Adv; DMG)

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

- ❖ +2 *Buckler* (Freq: Adv; DMG)
- ❖ *Ring of Protection* +2 (Freq: Adv; DMG)
- ❖ *Scepter of Obedience* (Freq: Adv; Mini-HB)
- ❖ *Metamagic Rod of Empower* [lesser] (Freq: Adv; DMG)
- ❖ +2 *Heavy Steel Shield* (Freq: Adv; DMG)
- ❖ +2 *Glaive* (Freq: Adv; DMG)
- ❖ +2 *Short Sword* (Freq: Adv; DMG)

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

- ❖ *Amulet of Natural Armor* +2 (Freq: Adv; DMG)
- ❖ *Boots of Speed* (Freq: Adv; DMG)
- ❖ *Quiver of Ehlonna* (Freq: Adv; DMG)
- ❖ *Cloak of Resistance* +2 (Freq: Adv; DMG)
- ❖ +2 *Arrows* (Freq: Adv; DMG)
- ❖ +3 *Bastard Sword* (Freq: Adv; DMG)
- ❖ +3 *Chainmail* (Freq: Adv; DMG)
- ❖ +3 *Full Plate* (Freq: Adv; DMG)
- ❖ *Adamantine Arrows* (Freq: Adv; 60 gp; DMG; max 10 arrows)

### 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

2 or 4 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