



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF7-02 Ascent

A Fals, Tuflik, Velverdyva 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#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Blessing of the Cup and Talisman: The PC may void any or all curses or disfavours from previous ARs in the Faith and Truth Series, any year 6 or earlier VTF adventures (including the *Revenge of Faarzephon* from VTF4-06) or any Ekbir adventures. This does not prevent future curses or disfavours.

Vision: The PC can cast *owl's wisdom* as a spell-like ability nine times. CL is PC level (3 minimum). □ □ □ □ □ □ □ □

Paladin Mount: A Paladin may spend 4 TU immediately on this AR to call a Pegasus/Celestial Pegasus at 7th level or later as his mount if they are made available below (*Dungeon Master's Guide* p 204-205)

Winged Horse: You may buy a single pegasus to serve as a mount (cost: 5,000 gp). Access: Metaregional.

Celestial Winged Horse: You may buy a single celestial pegasus as a mount (cost: 10,000 gp). Access: Metaregional.

Celestial Light: The PC may choose a Lantern Archon as his familiar if he is at least 7th level and he has taken the Improved Familiar feat.

SpC = *Spell Compendium*; Fr = *Frostburn*

Redemption of Jouham: The PC may choose one of the following (Access: Metaregional), to be used once only (cross out when used) – all costs are paid by the PC:

- 1) *boots of the winterlands*;
- 2) Upgrade any one weapon with the *frost* special ability at 75% of the normal cost;
- 3) Learn the following spells: (*Frostburn*) *frost weapon*, *glacial ward*, (*Spell Compendium*) *frost breath*, *snowshoes*, *mass snowshoes*;
- 4) Learn the following feats (*Frostburn*): Cold Focus, Snowcasting and Frozen Magic.

Cloud Anchorite: The PC has access to the feat Mountaineer and to the prestige class Cloud Anchorite from *Frostburn* by spending 2 TU immediately on this AR.

Brotherhood of the Wind: The PC is invited by the Brotherhood of the Farises of the Wind.

Dance in the Snow: The PC gains access to the feats Frozen Berserker, Snowrunner, Snowflake Wardance, Winter's Champion and Winter's Mount.

RDr = *Races of the Dragon*; MH = *Miniatures Handbook*

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Boots of the winterlands* (Adventure; DMG);
- ❖ Fur clothing (Adventure, Fr);
- ❖ Hut, portable (Adventure, Fr);
- ❖ Snowshoes (Adventure, Fr)
- ❖ wand of *lesser vigor* (Adventure, SpC)

APL 6 (Including APL 4)

- ❖ **memento magica*, 1st level (Adventure, RDr)
- ❖ *upgrade a weapon to *flaming* (Adventure, DMG)
- ❖ **horseshoes of a zephyr* (Adventure, DMG)

APL 8 (Including APLs 4-6)

- ❖ **memento magica*, 2nd level (Adventure, RDr)
- ❖ *upgrade armor to *death ward* (Adventure, Complete Arcane)

APL 10 (Including APLs 4-8)

- ❖ *Wand of vigor* (Adventure, SpC);
- ❖ *Dust of disappearance* (Adventure; DMG);
- ❖ Scroll of *antimagic field* (Adventure, DMG);
- ❖ Scroll of *greater dispel magic* (Adventure, DMG).
- ❖ **memento magica*, 3rd level (Adventure, RDr)

APL 12 (Including APLs 4-10)

- ❖ *Scroll of ice to flesh* (Adventure, Fr).
- ❖ **memento magica*, 4th level (Adventure, RDr)
- ❖ **stone of good luck* (adventure, DMG)
- ❖ **ring of invisibility* (Adventure, DMG)

APL 14 (Including APLs 4-12)

- ❖ **memento magica*, 5th level (Adventure, RDr)

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