



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF4-01 Flicker

A Fals, Tuflik, Velderdyva Meta-Regional
Adventure Set in Ket



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)

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

APL 16

max 2,025 xp; 9,900 gp

☛ **Capturing the cultists (all of them):** Upgrade of any one stat item (save *gauntlets of ogre power*) from +2 to +4. Freq: Metaregional; one-time use only. Pay the difference between old and new prices.

☛ **Sympathetic toward Ket or Tusmit:** Upgrade a single standard weapon or ring of protection by +1, to a maximum of +4. Freq: Metaregional; one-time use only. Pay the difference between old and new prices.

☛ **Sympathetic toward either regions or neither:** Upgrade a single standard piece of armor/shield or cloak/veil of resistance by +1, to a maximum of +3. Freq: Metaregional; one-time use only. Pay the difference between old and new prices.

☛ **Spell Access:** If the conditions noted are met, spellcasters who prepare spells may immediately add one spell to their spellbook at no charge whose level is equal to half the APL played or less. The spell chosen is _____ (if not core access, campaign documentation must be noted and must be presented to the DM at the signing of this AR). Spontaneous casters may immediately exchange one spell: the spell to be exchanged is _____ and the new spell is _____. This access must be used immediately.

☛ **Spells of the Soul:** If the character was subjected to Dedicari dust and failed a saving throw, he/she must make a Will save [DC 16]. If this is successful, the patterns in their mind at the time of the influence have come together to give them a sudden insight. They are accorded the Spell Access on the AR. If they fail the save please circle the Dedicari Dust Influence and mark off the spell access on the AR.

☛ **Purse of the Tiger:** This device allows the bearer to communicate verbally with any feline. The wielder may - three times a day as a free action on its turn - make an Intimidation check to force felines within line of sight to treat the wielder as if under a successful *Sanctuary* spell for a number of rounds equal to his/her Charisma modifier (minimum of 1). This item does not take up a magical item slot. CL 11th, *tongues, sanctuary*, Craft Wondrous Item, 1,800 gp.

☛ **Dedicari Dust Influence:** Any spellcaster failing their save against the Dedicari dust is considered **susceptible** in future. If a character wishes to change this, contact the Ket Triad for a Special Mission.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Headband of Intellect +4 (Freq: Adv; DMG)
- ❖ Purse of the Tiger (Freq: Adv; 1,800 gp; see above)
- ❖ Wand of Fireballs (Freq: Adv; 5th lvl caster; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ Cloak of Resistance +2 (Freq: Adv; DMG)
- ❖ Ring of Protection +2 (Freq: Adv; DMG)
- ❖ Mithral Half-Plate (Freq: Adv; DMG)

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

- ❖ +2 Full Plate (Freq: Adv; DMG)
- ❖ Amulet of Health +4 (Freq: Adv; DMG)
- ❖ Cloak of Resistance +3 (Freq: Adv; DMG)

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

- ❖ Ring of Protection +3 (Freq: Adv; DMG)
- ❖ +1 Mithral Half-Plate (Freq: Adv; DMG)

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

- ❖ +1 Flaming Composite Longbow +3 (Freq: Adv; DMG)
- ❖ Gloves of Dexterity +4 (Freq: Adv; DMG)
- ❖ Cloak of Resistance +4 (Freq: Adv; DMG)
- ❖ Metamagic Rod of Quickening [lesser] (Freq: Adv; DMG)

APL 16 (all of APLs 6-14 plus the following)

- ❖ Periapt of Wisdom +4 (Freq: Adv; DMG)
- ❖ Wand of Fireballs (Freq: Adv; 7th lvl caster; 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

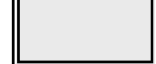
Starting TU

1 OR 2 TU

TU Cost

TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP Gained

XP

FINAL XP TOTAL