



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF6-02 Touched by an Angel

A Fals, Tuflik, Velverdyva Meta-Regional  
Adventure set in Tusmit 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; 6,600gp

APL 16

max 2,025xp; 9,900gp

☛ **Not ready:** You were given a divinely-sealed document that was not addressed to you and you opened it. Until this is lifted, any healing spells or abilities used upon you cannot benefit from feats of any type (whether natural or by means of rods). Furthermore the cost of NPC spellcasting while in a Baklunish country (Ekbir, Ket, Tusmit & Zeif) is doubled.

☛ **Passed test of the Hermit:** You succeeded at the tests about the aspect of the faith of Al'Akbar. This WILL have campaign consequences.

☛ **Failed test of the Hermit:** The Hermit tested you on some aspects of the faith and you failed. This WILL have campaign consequences.

☛ **Assouad's blessing:** This allows you to get a sacred bonus of +2 to a single saving throw. If you worship Al'Akbar this bonus increases to +4. If you are a divine spellcaster devoted to Al'Akbar, this bonus increases to +10. Usable only once, cross off once used.

☛ **Blessing of the Conclave:** You managed to get a leader voted in. This counts as an Influence point with any church of Al'Akbar. This can be exchanged for a one-time access to a *phylactery of faithfulness*, *periapt of undead turning*, a *sacred weapon upgrade* (LM), a *Lyre of the Restful Soul* (LM) or a *Lesser staff of the Saintly* (CD)

☛ **Celestial pebbles:** These pebbles can be used to obtain a one-time Adventure access to a single weapon, armor or shield made of aurorum (BoED) or to cover half the cost of hiring a celestial or good outsider via a *planar ally* spell. Usable only once, cross off once used. (Only one pebble can be used per casting).

☛ **Four Feet:** Your actions have not gone unnoticed by the church of Al'Akbar. They arrange to make several careful donations to the local churches in your name, giving you great fame and renown with the locals. This serves as Great Renown for the purposes of Leadership scores for any character whose home region is Ket, Ekbir, Tusmit or Zeif.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APLs 4 / 6

- ❖ Ring of Protection +2 (Adventure; DMG)
- ❖ Vest of Resistance +1 (Adventure; Complete Arcane)
- ❖ Wand of Lesser Vigor (Adventure; max of one; Spell Compendium)

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

- ❖ Vest of Resistance +2 (Adventure; Complete Arcane)
- ❖ Minor Cloak of Displacement (Adventure; DMG)

#### APLs 10/12 (all of APLs 4-8 plus the following)

- ❖ +2 Lance (Adventure; DMG)
- ❖ Vest of Resistance +3 (Adventure; Complete Arcane)
- ❖ Ring of Protection +3 (Adventure; DMG)
- ❖ Ring of Invisibility (Adventure; DMG)

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

- ❖ Cloak of Protection +2 (Adventure; DMG)
- ❖ +3 Lance (Adventure; DMG)
- ❖ Periapt of Wisdom +4 (Adventure; DMG)
- ❖ Ring of Protection +4 (Adventure; DMG)
- ❖ Vest of Resistance +4 (Adventure; DMG)
- ❖ Major Cloak of Displacement (Adventure; DMG)

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

- ❖ Vest of Resistance +5 (Adventure; Complete Arcane)
- ❖ Periapt of Wisdom +6 (Adventure; DMG)
- ❖ Belt of Giant Strength +4 (Adventure; DMG)
- ❖ Stone of Good Luck (Adventure; 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