



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF5-02 Reaping the Darkness
A Fals, Tuflik, Velverdyva Meta-Regional
Adventure set in Dyvers



Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 16

max 4,050 xp; 19,800 gp

Betrayed the Betrayer: After he aided you in your fight against Tharizdun, you killed the high priest of Nerull. This act guarantees you a spot in the Tarterian Depths of Carceri - when you die, nothing short of divine intervention can bring you back. You are immune to spells which return you from death. If you die, it requires a miracle to restore you to life. There is no way to remove this effect.

Soul Bound: You survived the spikes of the Iron Maiden of Carceri, and have forged anew a connection between your body and soul. For one year from today, any time your current hit points drop to -10 or lower, your soul does not depart but lingers in your body for exactly one round from the initiative on which you took the damage. If you are still below -10 after one round, your soul departs.

Thanks of Fharlanghn: The Temple of Fharlanghn is pleased you have foiled the plans of the Elemental Cult. As thanks, they grant you access [Metargional] to the following: lute of the wandering minstrel, boots of speed, cape of the mountebank, sandals of harmonious balance, scarf of warmth.

Resolute: The hero may circle 1 - 2 - 3 (the number circled) items on the Item Access for your APL or less. The Access for these items is now Metaregional.

Shortcuts of Fharlanghn: The Walkers of Fharlanghn along the Velverdyva, Tuflik, Fals Trade Route consider you a hero and speed your travels. For 6 months from today, when you play a metaregional adventure in the VTF metaregion; or play a regional adventure set in Dyvers, Verbobonc, Veluna, Tusmit, Ket, or Ekbitr, you may reduce the normal TU cost by 1 TU, to a minimum of 1 TU. This reduction cannot be applied to additional TU spent on an adventure (i.e. crafting, skill checks, etc.)

Retaining a Piece of Oblivion: You kept a piece of He of Eternal Darkness within you, and now you must live with his insanity. Every time you enter combat, you must make a Fortitude or Will save [DC APL+15] (whichever is lower) or be affected as by a confusion spell cast by an 18th-level caster. Every time you cast a spell, you have a 5% spell failure chance of failing the spell because of the undying madness (this adds to any arcane spell failure you may already have from other sources). This may not be removed until the Piece of Oblivion is granted from your body.

Gem of Xullithan: The high priest of Nerull has gifted you with this very valuable gem. The gift of a high priest is a powerful one indeed. Only one character at the table may have this gift.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 10

- +2 falchion (Adventure; DMG)
+2 full plate (Adventure; DMG)
brooch of shielding (Adventure; DMG)
ring of protection +2 (Adventure; DMG)
vest of resistance +2 (Adventure; Complete Arcane)
+1 animated large steel shield (Adventure; DMG)

APL 12 (all of APL 10 plus the following)

- ring of protection +3 (Adventure; DMG)
vest of resistance +3 (Adventure; Complete Arcane)
+1 moderate fortification full plate (Adventure; DMG)

APL 14 (all of APLs 10-12 plus the following)

- ring of protection +4 (Adventure; DMG,)
vest of resistance +4 (Adventure; Complete Arcane)
+1 elemental bane sword (any martial sword from the PHB) (Adventure; DMG)

APL 16 (all of APLs 10-14 plus the following)

- ring of protection +5 (Adventure; DMG)
vest of resistance +5 (Adventure; Complete Arcane)
ring of freedom of movement (Adventure; DMG)

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

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value