



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF5-05 Whispering Harm

A Fals, Tuflik, Velverdyva Meta-Regional  
Adventure set in the Gnarley Forest



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#

595 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

☛ **Wrath of Nature:** You have demonstrated scorn for creatures of the Gnarley Forest and Nature is angry. This curse lasts for the next 52 TUs and may only be removed prior to the end of that time period by means of an atonement spell (restore druid spell powers version) at a cost of 3,000 gp.

- ❖ You lose the benefits of the animal companion class feature. Your current animal companion, if any, departs. You are unable to attract one for the duration of the curse.
- ❖ Anytime you cast a summon nature's ally spell, you must first succeed at a Spellcraft check (DC 10+ APL + spell level) or the spell fizzles.

☛ **The Test of the Wild:** You have survived an excursion into the Gnarley Forest. From this point on you have access to the feat Blooded (D315). If you are a member of the Protectors of the Gnarley metaroganzation, you gain access to the feats Guerrilla Scout (*Heroes of Battle*) and Guerrilla Warrior (*Heroes of Battle*)

\*\*\*\*\*Some items are marked with \*\* below. These items are only made available to members of the Protectors of the Gnarley metaregional organization.

☛ **Notice of Maher Al-Mahder:** Maher Al-Mahder is appreciative with your ability to negotiate a favorable deal. He arranges for the purchase of any one (1) item listed in the Items Found During The Adventure section of your most recent Adventure Record at ½ price, to a maximum value of 500 gp per APL at which this is played (value of the item prior to the discount). Record the AR on which this favor is used: \_\_\_\_\_. Additionally, this favor gives you access to the feat Tongue of Mouqol (D315).

☛ **Appreciation of Hoglma the Druid:** Hoglma appreciates your efforts. He instructs the druids of the Gnarley Forest to offer Adventure access to all items on the AR at a cost of 2 TUs for each item purchased – this TU expenditure may be made at the end of any adventure and represents the time to return to the Gnarley and purchase the item. This portion of the award is not used up with purchases. The appreciation may also be used without TU expenditure as a one-time favor (cross the entire favor out if used) to purchase an upgrade to a weapon (Bane, humanoids, orc), special material (leafweave or wildwood, *Races of the Wild*) or an upgrade a *ring of protection* by +1, to a maximum of +4.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Wand of Cure Light Wounds (Adventure, DMG)
- ❖ Scarab of Golembane (Adventure, DMG)
- ❖ Oil of Exacting Shot (Adventure, Complete Adventure)
- ❖ Portable Foxhole (Adventure, Miniature's Handbook)
- ❖ \*\* Field Provisions (Adventure, Miniature's Handbook)

APL 6 (all of APL 4 plus the following)

- ❖ \*Magical Sleeping Bag (Adventure, Miniature's Handbook)
- ❖ Wand of Healthful Rest (Adventure, Complete Adventure)
- ❖ Wand of Lesser Vigor (Adventure, Complete Divine)
- ❖ Bane (Plants) upgrade on weapon (Adventure, DMG)

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

- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ \*\*Forestwarden Shroud armor fortification (Adventure, Races of the Wild)
- ❖ \*Upgrade Vest of Resistance +1 to maximum +3 (Adventure, Complete Arcane)
- ❖ Wand of Vine Strike (Adventure, Complete Adventurer)

APL 10 (all of APLs 4-8 plus the following)

- ❖ \*Boots of Striding and Springing (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)
- ❖ \*\*Survival Pouch (Adventure, Races of the Wild)
- ❖ Upgrade Cloak of Resistance +1 to maximum +4 (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 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