



This Record Certifies that

Played

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

VTF6-02 Touched by an Angel  
A Fals, Tuflik, Volverdyva Meta-Regional  
Adventure set in Tusmit Region

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

Play Notes:

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

Adventure Record#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

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 of 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.

TU

Starting TU

I 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

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