



This Record Certifies that

Played

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

Has Completed

VTF7-02 Ascent

A Fals, Tuflik, Velderdyva Meta-Regional  
Adventure set in the Ekbir Region

Play Notes:

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

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

Adventure Record#

597 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

**Blessing of the Cup and Talisman:** The PC may void any or all curses or disfavours from previous ARs in the Faith and Truth Series, any year 6 or earlier VTF adventures (including the *Revenge of Faarzephon* from VTF4-06) or any Ekbir adventures. This does not prevent future curses or disfavours.

**Vision:** The PC can cast *owl's wisdom* as a spell-like ability nine times. CL is PC level (3 minimum). □ □ □ □ □ □ □ □ □ □

**Paladin Mount:** A Paladin may spend 4 TU immediately on this AR to call a Pegasus/Celestial Pegasus at 7<sup>th</sup> level or later as his mount if they are made available below (*Dungeon Master's Guide* p 204-205)

**Winged Horse:** You may buy a single pegasus to serve as a mount (cost: 5,000 gp). Access: Metaregional.

**Celestial Winged Horse:** You may buy a single celestial pegasus as a mount (cost: 10,000 gp). Access: Metaregional.

**Celestial Light:** The PC may choose a Lantern Archon as his familiar if he is at least 7th level and he has taken the Improved Familiar feat.

SpC = *Spell Compendium*; Fr = *Frostburn*

**Redemption of Jouham:** The PC may choose one of the following (Access: Metaregional), to be used once only (cross out when used) – all costs are paid by the PC:

- 1) *boots of the winterlands*;
- 2) Upgrade any one weapon with the *frost* special ability at 75% of the normal cost;
- 3) Learn the following spells: (*Frostburn*) *frost weapon*, *glacial ward*, (*Spell Compendium*) *frost breath*, *snowshoes*, *mass snowshoes*;
- 4) Learn the following feats (*Frostburn*): Cold Focus, Snowcasting and Frozen Magic.

**Cloud Anchorite:** The PC has access to the feat Mountaineer and to the prestige class Cloud Anchorite from *Frostburn* by spending 2 TU immediately on this AR.

**Brotherhood of the Wind:** The PC is invited by the Brotherhood of the Farises of the Wind.

**Dance in the Snow:** The PC gains access to the feats Frozen Berserker, Snowrunner, Snowflake Wardance, Winter's Champion and Winter's Mount.

RDR = *Races of the Dragon*; MH = *Miniatures Handbook*

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

APL 4

- ❖ *Boots of the winterlands* (Adventure; DMG);
- ❖ Fur clothing (Adventure, Fr);
- ❖ Hut, portable (Adventure, Fr);
- ❖ Snowshoes (Adventure, Fr)
- ❖ \*wand of lesser vigor (Adventure, SpC)

APL 6 (Including APL 4)

- ❖ \*memento magica, 1<sup>st</sup> level (Adventure, RDR)
- ❖ \*upgrade a weapon to *flaming* (Adventure, DMG)
- ❖ \*horseshoes of a zephyr (Adventure, DMG)

APL 8 (Including APLs 4-6)

- ❖ \*memento magica, 2<sup>nd</sup> level (Adventure, RDR)
- ❖ \*upgrade armor to *death ward* (Adventure, Complete Arcane)

APL 10 (Including APLs 4-8)

- ❖ *Wand of vigor* (Adventure, SpC);
- ❖ *Dust of disappearance* (Adventure; DMG);
- ❖ Scroll of *antimagic field* (Adventure, DMG);
- ❖ Scroll of *greater dispel magic* (Adventure, DMG).
- ❖ \*memento magica, 3<sup>rd</sup> level (Adventure, RDR)

APL 12 (Including APLs 4-10)

- ❖ *Scroll of ice to flesh* (Adventure, Fr).
- ❖ \*memento magica, 4<sup>th</sup> level (Adventure, RDR)
- ❖ \*stone of good luck (adventure, DMG)
- ❖ \*ring of invisibility (Adventure, DMG)

APL 14 (Including APLs 4-12)

- ❖ \*memento magica, 5<sup>th</sup> level (Adventure, RDR)

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