



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
A Column of Five
A Regional Adventure
Set in Highfolk



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 8

max 1,125xp; 1,300gp
(1,687xp; 1,950gp)

APL 10

max 1,350xp; 2,300gp
(2,025xp; 3,450gp)

APL 12

max 1,575xp; 3,300gp
(2,362xp; 4,950gp)

APL 14

max 1,800xp; 6,600gp
(2,700xp; 9,900gp)

APL 16

max 2,025xp; 9,900gp
(3,037xp; 14,850gp)

(extended play)

☛ **Bard Friend:** You have made friends with Huebart the bard. He offers to teach the spell *jig of the waves* (from Stormwrack, p. 117) to you if you are capable of learning it, when you next come to visit the Bardic College in Highfolk. Traveling to learn this spell takes 1 TU.

☛ **Druidic Symposium:** You have attended a meeting of druids during which you learned some of their secrets and gained access to the spell *tern's persistence* (from Stormwrack, p. 123).

☛ **Favor of the Blackscale:** You saved the women and children of the blackscale tribe and for that, an elderly matron has rewarded you with a blackscale the size of a fist. The next time you are forced to save versus dragon fear, the scale crumbles away and you automatically succeed.

☛ **Influence Point with Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters.**

☛ **Redcap's Tooth:** When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

☛ **Winner of the Duel:** You have impressed Kilareo Nasilia of the Amastodel School during a duel by beating him, or being the member of any Fighting School. As per your agreement, he will teach you the feat Powerful Charge (*Miniatures Handbook*, p. 27) the next time you come to Highfolk. Learning this feat takes 1 TU.

☛ **Rescued Fey:** For rescuing the fey spies, they are willing to share with you one of the mysteries of the fey. If capable of casting it, you may summon kelpies (see *Fiend Folio*) with a *summon nature's ally IX* spell.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ Amulet of mighty fists +1 (Adventure, DMG)
- ❖ Brooch of shielding (Adventure, DMG)
- ❖ Elemental gem (water) (Adventure, DMG)
- ❖ Lesser metamagic rod of extend (Adventure, DMG)
- ❖ Redcap's tooth (Adventure, see above)
- ❖ Ring of swimming (Adventure, DMG)
- ❖ Sovereign glue (Adventure, DMG)

APL 10 (all of APL 8 plus the following)

- ❖ Bead of force (Adventure, DMG)

APL 12 (all of APLs 8-10 plus the following)

- ❖ Bag of teeth (Adventure, Stormwrack)
- ❖ Gray bag of tricks (Adventure, DMG)
- ❖ Decanter of endless water (Adventure, DMG)
- ❖ Horseshoes of the zephyr (Adventure, DMG)

APL 14 (all of APLs 8-12 plus the following)

- ❖ Belt of giant strength +4 (Adventure, DMG)
- ❖ Boots of speed (Adventure, DMG)
- ❖ Bracers of armor +2 (Adventure, DMG)
- ❖ Cape of the mountebank (Adventure, DMG)
- ❖ Quaal's feather token (tree) (Adventure, DMG)
- ❖ Quaal's feather token (anchor) (Adventure, DMG)
- ❖ Quaal's feather token (swan boat) (Adventure, DMG)
- ❖ Minor ring of acid resistance (Adventure, DMG)
- ❖ Wand of Melf's acid arrow (Adventure, DMG)

APL 16 (all of APLs 8-14 plus the following)

- ❖ Bracers of armor +3 (Adventure, DMG)
- ❖ Cloak of resistance +5 (Adventure, DMG)
- ❖ Periapt of proof against poison (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

1/2 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