



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Demon Spawn
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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

☛ **Sacrifice:** This character has made a sacrifice to empower the rod they have received below. The character suffered one permanent point of Constitution loss, which may not be restored while the rod is in the PCs possession.

☛ **Quarterstaff of Earthen Skin:** The long rod is topped with a crystal sculpture of a hissing cobra. The rod itself is a spiral of dark brown stone, and light yellow wood. It is bonded to you, and may not be traded or sold. In the hands of anyone else, it is a simple quarterstaff.

This rod may be used as a +1/+1 quarterstaff.

Once per day, if it is thrown to the ground and the word "Untellundria" is uttered, the rod lands so that its crystal adorned head points to the north. This acts as a *know direction* orison, but offers a reference point with itself for as long as it lies on the ground.

It also allows the wielder of the rod to utilize the spells *meld with stone* and *stone shape* once per day each.

Moderate transmutation, faint divination; CL 5th; Market Price: 18,600 gp; Item may not be created, traded, bought, or sold.

☛ **Quarterstaff of Crystal Thunder:** The long rod is topped with a crystal sculpture of a hissing cobra. The rod itself is a spiral of dark brown stone, and light yellow wood. It is bonded to you, and may not be traded or sold. In the hands of anyone else, it is a simple quarterstaff.

This rod may be used as a +2/+2 quarterstaff.

Once per day, if it is thrown to the ground and the word "Untellundria" is uttered, the rod lands so that its crystal adorned head points to the north.

This acts as a *know direction* orison, but offers a reference point with itself for as long as it lies on the ground. Once per day, a single end of the rod may strike as a +3 quarterstaff, and the opponent struck is stunned from the noise of the rod's impact (Fortitude negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent in 1 round.

Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as the *shout* spell (Fortitude save partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

The save DC for the rod's abilities is 14.

On the back of this AR, record your next five Highfolk regional scenarios (only regionals; interactives, meta-regionals, etc, do no count). You must record the Adventure Name, Dungeon Master's name, Dungeon Master's RPGA #, Convention/Event, and your DM must sign the back of this AR.

Moderate evocation, faint divination; CL 9th; Market Price: 26,000 gp; Item may not be created, traded, bought, or sold.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

See Standard AR for Item Access

This AR is only for those that possess the Staff of the Serpent's Path. That certificate must be presented with this AR for verification purposes. The item received should be listed in the Items Bought section of this AR, but no cost should be paid. This item should be added to Master Item Logsheet.

This AR should be numbered just like any other, but no purchases, sales, or item creation can occur on this AR (but can on the companion AR). This AR must follow the low AR for this event to be valid. The DM should sign this AR as well as the low AR.

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 Items

Subtract this value from your gp value

See AR GP

Starting GP

See AR GP

GP Spent

See AR GP

Subtotal

See AR GP

GP Gained

See AR GP

Subtotal

See AR GP

GP Gained

See AR GP

Subtotal

See AR GP

GP Spent

See AR GP

FINAL GP TOTAL

TU

Starting TU

- TU

TU Cost

TU

Added TU Costs

See AR

TU REMAINING

See AR XP

Starting XP

See AR XP

XP lost or spent

See AR XP

Subtotal

See AR XP

XP Gained

See AR XP

FINAL XP TOTAL