



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Racial Enemies
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 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

➤ **Proven of the Hammerstrike:** Spend this favor for one of the following: access to the feats Shield Mate and Improved Shield Mate (*Miniatures Handbook*), or access to *divine protection* (*Miniatures Handbook*) or adventure access to *planar forks* for the planes of Earth and Ysgard for the cost of 50 gp each. PCs who are Devoted of the Green and White may choose two options. Cross off all options not chosen.

➤ **Favor of Armend and Belina:** In return for rescuing him Armend offers you access to some of his equipment. Expend this favor to have one-time access to the following items from *Races of the Wild*: blunt arrow, swiftwing arrow, serpentstongue arrow, and forest warden shroud. You may purchase more than one when you expend this favor. Cross off this favor when this benefit is used. His wife Belina also sends you several care packages of food good for a 50% discount to Standard lifestyle costs for the next 3 Time Units set in Highfolk [] [] [].

➤ **Spending Time with Lo-Kar:** By befriending Lo-Kar and spending 2 TU's you have access to learn the Goliath language and you have access to normal (non-masterwork) versions of the following Large or Huge Weapons: dart, quarterstaff, club, greatclub, shortbow, sling, and sugiin (*Frostburn*).

➤ **Forges of Dargas Mor:** During your time near Dargas Mor, dwarven merchants allow you to purchase one suit of armor or shield made of Mithril, or one weapon or shield made of Adamantine, or reinforce one suit of armor with Ysguardian Heartwire (*Arms & Equipment*). Once you use this favor, it grants Adventure access and is then expended.

➤ **Meta-Org Praise:** For successfully completing a mission for your meta-org, from one year from date this adventure was played, you enjoy a +2 circumstance bonus on all social rolls with fellow meta-org members. In addition, you receive one time regional access an item based upon your meta-organization membership: Rangers of the Vesve - *wand of exacting shot* (CV); Guildsmen of the High Art - *spellsight spectacles* (CV); Bardic College - *instrument of the bards: Mac-Fuirmidh Cithern* (CA); Druid Paths - *wand of hawkeye* (CV); Fifth District - *medal of gallantry* (CV); Elven Clans - *safewing emblem* (CW); Hammerstrike Clan/Dwarves of Dargas Mor - *anti-impact armor Upgrade* (CW).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Finger blades (Adventure, Arms & Equipment Guide)
- ❖ Ice axe (Adventure, Arms & Equipment Guide)
- ❖ Jeweler's loupe (Adventure, Arms & Equipment Guide)
- ❖ Money belt (Adventure, Arms & Equipment Guide)
- ❖ Silent shoes (Adventure, Arms & Equipment Guide)
- ❖ Thieving helmet (Adventure, Arms & Equipment Guide)
- ❖ Miner's helmet (with *continual flame*) (Adventure, Arms & Equipment Guide)
- ❖ *Armband of reduction* (Adventure, Arms & Equipment Guide)
- ❖ *Everfull mug* (Adventure, Arms & Equipment Guide)
- ❖ Masterwork sugiin (Adventure, Frostburn, limit one)

APL 4 (all of APL 2 plus the following)

- ❖ *Possum pouch* (Adventure, Complete Arcane)
- ❖ *Hammersphere* (Adventure, Arms & Equipment Guide)
- ❖ *Weightless scabbard* (Adventure, Arms & Equipment Guide)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Clasp of the elder* (Adventure, Arms & Equipment Guide)
- ❖ *Horseshoes of the zephyr* (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

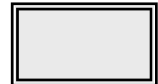
Starting TU

I 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