



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

The Cauldron of Despair and Hope

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)

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

❖ **Terinav Root Poison:** For settling matters peacefully with the Tree Hunter Tribe of beastfolk, their elders have agreed to trade goods for their hunting poison. You may purchase terinav root poison (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) for the standard *Dungeon Master's Guide* price of 750 gp per dose.

❖ **Member of the Woodshaper Tribe:** Your noble bearing and compassion for the beastfolk of the Vesve have forever earned you a place by their side. You are now considered a member of the Woodshaper Tribe, and akin to family. The beastfolk respect you and honor you as a person of great wisdom, and you always have counsel with the elders when you seek it. In addition, one of the beastfolk, fascinated with your ways, has agreed to accompany you in your journeys if you so choose it. You can choose this beastfolk as a cohort if you have the Leadership feat (without class levels, counts as a 3rd level character) – he can take levels in barbarian, fighter, or rogue (and any prestige classes that do not grant supernatural or spell-like abilities). Only a character with the *Favor of Marrgrawl* may receive this favor.

Rules for using legendary deeds can be found on the Highfolk website at www.highfolk.net.

❖ **Unicorn Tail Hair:** Given to you as a gift for your service, these tail hairs can be used as a component when casting spells. A spell to which this component is applied has a 20% chance of having its duration doubled. No more than three of these can be received per character, and they can be added to a character's equipment at no cost. Check off as used. [] [] [] []

❖ **Kissed by Butterlily:** You have garnered the favor of Butterlily, a courge eladrin. If you are able to cast *lesser planar ally*, you may specifically call for Butterlily (75% chance she'll answer). The first time you successfully call for Butterlily, she'll serve for free, but she won't do anything that would violate her alignment (CG), or cause people sorrow. Butterlily talks often about you in Arborea, and if you ever take the Leadership feat, you may choose a courge eladrin as your cohort (without class levels, counts as a 7th level character). The courge eladrin can be found in the *Book of Exalted Deeds*, pages 168-169, or a copy of the write-up can be requested from the DM. Only one character per table may receive this favor.

❖ **Legendary Deed (10%), Rescue of Lord Marshal Elrenn Walthair:** You have saved the commander of the Rangers of the Vesve from a terrible fate, and as such, have brought hope to the town of Quaalsten. When this legendary deed is used, spellcasting services in Quaalsten are free of charge.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Terinav root poison (Regional, see above)
- ❖ *Bead of force* (Adventure, DMG)
- ❖ *Hammersphere* (Adventure, Arms and Equipment Guide)

APL 8 (all of APL 6 plus the following)

- ❖ +1 *adamantine greatsword* (Adventure, 5,050 gp, DMG)
- ❖ *Ring of protection +3* (Adventure, DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ +2 *adamantine greatsword* (Adventure, 11,050 gp, DMG)
- ❖ *Bag of tricks (rust)* (Adventure, DMG)
- ❖ *Staff of fauna* (Adventure, Complete Divine)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +2 *wounding adamantine greatsword* (Adventure, 35,050 gp, DMG)
- ❖ *Rod of negation* (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