



This Record Certifies that

by _____
Player _____ RPGA # _____



Play Notes:

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

Home Region _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Has Completed
The Cauldron of Despair and Hope
A Regional Adventure
Set in Highfolk

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 6
max oxp; ogp

APL 8
max oxp; ogp

APL 10
max oxp; ogp

APL 12
max oxp; ogp

➤ **Hag's Curse:** You have tasted the brew in the hag's cauldron, and with the death of the hags that created the foul elixir, you have succumbed to its horrible curse. Your skin becomes wrinkled and green, and ugly warts protrude here and there in obvious places. Your eyes become black as coals, and your laugh sounds more like a cackle. Your hideous visage gives you a -4 penalty on all Charisma-based skills, except Intimidate, which you receive a +4 bonus.

In addition, your type changes to monstrous humanoid, and you gain the supernatural ability to use a weakening touch attack once per day. This attack deals 2d4 points of Strength damage to the target, who can resist the attack with a successful Fortitude saving throw (DC is 10 + your Charisma modifier). Lastly, as a spell-like ability, you can cast *disguise self* once per day, with a caster level equal to your character level.

Only female characters can receive the curse, and the gender of the character cannot be changed by any means while under the effect of the hag's curse.

Of course, the price you pay is your soul, as you slide further down the path of evil. At the end of every adventure (except this one), you must make a Will saving throw (DC 25), or your alignment shifts one degree towards evil (good becomes neutral, neutral becomes evil). Each adventure after you've successfully saved, you receive a -2 penalty to the next adventure's saving throw. This effect is cumulative, until you fail a save; then, it resets. If you ever reach an evil alignment, your character is immediately removed from play. No matter what, after 10 adventures, you automatically fail a saving throw, as your desire to heed the dark callings in your soul is too great. After 20 adventures, if you haven't turned evil, you do so then (and are removed from play). While affected by the curse, you may not change your alignment voluntarily.

This curse can only be removed in a few ways. Resolve attempts to remove the curse at the end of the adventure, before resolving the Will save. A good-aligned divine caster capable of casting *remove curse* can unravel it (restoring you to your former self), but ten hag's eyeteeth must be consumed in the casting of the spell. Otherwise, the curse can be removed by a *limited wish*, *wish*, or *miracle* spell – using any one of these three spells restores you to your former state, but a strange unsettling air follows you, and forever after, you have a -1 penalty to all Charisma-based skills, except Intimidate, of which you have a +1 bonus.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

TU
Starting TU
XX TU
TU Cost
-XXXXXX TU
Added TU Costs
TU REMAINING

XP
Starting XP
-XXXXXXXXXX XP
XP lost or spent
XP
Subtotal
+ XXXXXXXXX XP
XP Gained
XP
FINAL XP TOTAL

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
- XXXXXXXX GP
GP Spent
GP
Subtotal
+ XXXXXXXX GP
GP Gained
GP
Subtotal
+ GP
GP Gained
GP
Subtotal
- GP
GP Spent
GP
FINAL GP TOTAL