



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Antipathy
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; 830gp

❖ **Adamansheen:** Applying this substance to a weapon as a standard action gives it the properties of adamantine for the purposes of overcoming DR for 1 hour, replacing the properties of any other special material it has. One tin coats a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item, Price 750 gp.

❖ **Suloise Artifacts:** Access to each item may only be chosen once by one PC, and cannot be sold (cross off all items except one chosen):

Lucky Dice: One time, as a swift action, this pair of lead 8-sided dice confers a +1 luck bonus to attack and weapon damage for one minute.

Faint evocation; CL 3rd; Craft Wondrous Item, *divine favor*, Price 50 gp.

Whistle of Stunning: One time, when blown, this whistle causes all targets within 30 ft. to make a DC 12 Will save or be stunned for 1 round.

Faint evocation; CL 3rd; Craft Wondrous Item, *sound burst*, Price 300 gp.

Gavel of Truth: This silver-clad oaken gavel can be used one time to produce a *zone of truth*.

Faint divination; CL 3rd; Craft Wondrous Item, *zone of truth*, Price 300 gp; Weight 1 lb.

Key of Opening: One time, this skeleton key acts identical to a *chime of opening*.

Moderate transmutation; CL 5th; Craft Wondrous Item, *knock*, Price 300 gp.

Quicksilver of Darkvision: One time, with a standard action to spread the contents on one's eyes, the user is affected by a *darkvision* spell.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*, Price 300 gp; Weight 1 lb.

❖ **Darkwood Owl:** This figurine becomes either a normal-sized snowy owl or a giant owl (see *Monster Manual*), according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. Only one transformation into giant owl form can ever be commanded, though the statuette still retains the ability to take normal owl form thereafter. It communicates with its owner by telepathic means, informing her of all it sees and hears (remember the limitations of its Intelligence).

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 3500 gp.

☛ **Prestige Class:** Mage of the arcane order.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Adamansheen* (Adventure, Regional for Devoted PCs that are good-aligned, see above, 750 gp)
- ❖ *Suloise artifacts* (Regional, limit one, see above)
- ❖ *+1 cold iron greatsword* (Adventure, DMG, 4,400 gp)
- ❖ *Pearl of power (1st level)* (Adventure, DMG)[†]
- ❖ *Magic sleeping bag* (Regional, Miniatures Handbook)*
- ❖ *Darkwood owl* (Regional, see above)

APL 4 (all of APL 2 plus the following)

- ❖ *Bracers of quick strike* (Regional, Miniatures Handbook)*
- ❖ *Belt of one mighty blow* (Adventure, Miniatures Handbook)

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

- ❖ *Field provisions box* (Regional, Miniatures Handbook)*
- ❖ *Gloves of fortunate striking* (Adventure, Miniatures Handbook)
- ❖ *Spellsight spectacles* (Regional, Complete Adventurer)*
- ❖ *Tunic of steady spellcasting* (Adventure, Complete Adventurer)[†]

[†] Access to these items becomes Regional if the PC is a member of the Guildsmen of the High Art Meta-organization at the time of this event and turned the materials over to them.

^{*} Access to these items is granted regionally if the PCs accepted Calentir's offer.

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