



This Record Certifies that



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____



Adventure Record#

598 CY
ADVENTURE

Character Name _____

Classes and Levels _____

Player Name _____

RPGA # _____

has completed

HIG8-06 – Dawn

A Regional Adventure set in **Highfolk**

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

LEVEL OF PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

☛ **Child of Destiny:** You may call upon the well of fate to stave off death, so that you might meet your destiny. You may expend this favor if taken to -10 or below by a single attack; you are instead placed at -8 (though not stable). Cross off this favor when used.

☛ **Wages of Sin:** Your close ally, Svatek Grimblood the cleric of Iuz, wishes to further cement your alliance. Svatek gives you a magical cat-o-nine-tails that you may use to flagellate yourself as a standard action that provokes an attack of opportunity. You may use this whip once to summon a demon that stays for one round to use one of its spell-like abilities as you designate. The demon will not attempt to summon other demons. Once you have used the whip, it explodes in flames and crumbles to ash, destroyed. You may summon the demon listed for your APL or lower: 4-dretch; 6-quasit; 8-babau; 10-vrock; 12-hezrou. This is an evil act.

☛ **Favor of Leaijrn Greenoak:** You have rescued Lord Marshal Learjn Greenoak from the clutches of the Dawn. This favor counts as a commendation for the Rangers of the Vesve and awards access to the items marked with *. If you are Devoted of the Green and White, you also gain access to the items marked with a †.

☛ **Contact - Steerpike:** You have made contact with Steerpike, who might share gardening tips with you in the future.

☛ **Wooden Heart Gloves:** These leather gloves are inlaid with alchemically treated leaves surrounding a holy symbol of Ehlenestra. The gloves grant a +1 dodge bonus to AC and acid resistance 5. 1/day, as an immediate mental action, the wearer gains moderate fortification until the beginning of their next turn.

Collection benefits: wearing two parts of the raiment of the wood set grants the ability to *feather fall* at will; three parts grants the ability to *treeshape* as a 3rd-level druid 1/day; four parts grants evasion (or a +4 competence bonus to Reflex saving throws if you already have evasion) 1/day as an immediate mental action that lasts until the beginning of your next turn. This item functions only for PCs who are Devoted of the Green and White.

Price (Item Level): 9,100 gp (12th); **Body Slot:** Hands; **CL:** 7th; **Aura:** moderate; (DC 18) transmutation; **Activation:** — or immediate (mental); **Weight:** — lb. Cannot be crafted.

☛ **Influence Point with Church of Ehlonna (Quaalsten only)**

☛ **Influence Point with Merchant Guilds of Highfolk**

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Wooden heart gloves (Adventure/Regional; see above)
- ❖ *Gloves of spell disruption (Adventure; MIC)
- ❖ † Badge of Valor (Adventure; MIC)

APL 6 (all of APL 4 plus the following):

- ❖ Javelin of lighting (Adventure; DMG)
- ❖ *Boots of the battle charger (Adventure; MIC)
- ❖ † Circlet of solace (Adventure; MIC)

APL 8 (all of APLs 4-6 plus the following):

- ❖ *True strike gauntlets (Adventure; MIC)
- ❖ † Horn of resilience (Adventure; MIC)

APL 10 (all of APLs 4-8 plus the following):

- ❖ Belt of one mighty blow (Adventure; MIC)
- ❖ *Necklace of fireballs V (Adventure; DMG)
- ❖ † Raptor arrow (Adventure; MIC)

APL 12 (all of APLs 4-10 plus the following):

- ❖ *Owl feather armor (Adventure; MIC)
- ❖ † Helm of the hunter (Adventure; MIC)

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

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 _____

1 or 2 TU

TU Cost _____

TU

Added TU Costs _____

TU

TU REMAINING

XP

Starting XP _____

XP

XP lost or spent _____

XP

Subtotal _____

XP

XP Gained _____

XP

FINAL XP TOTAL