



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Burn Away the Endless Night

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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 400gp

APL 4

max 675xp; 544gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 1,879gp

APL 12

max 1,425xp; 2,807gp

✦ **Permanent Influence Point - All Highfolk Organizations, Mayor Ersteader, and Lord Kashafen Tamarel**

✦ **Heirs to Quaal's Legacy:** For recovering *Quaal's Book of Wonders*, the Hearth of the Unicorn's Heart, temple to Ehlonna in Quaalsten, gives you the opportunity to purchase the following item after any Highfolk regional scenario.

✦ **Quaal's Greater Feather Token:** This token appears much like the other *Quaal's feather tokens*, except that, with the utterance of a command word, it can be used once per week to produce any other *Quaal's feather token* effect (*anchor*, *bird*, *lan*, *swan boat*, or *tree*) except *whip*, as presented in the *Dungeon Master's Guide*. The *tree* effect lasts for only ten minutes. After the duration of the magic has expired the *token* reverts back to its feather state.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, *major creation*, access to *Quaal's Book of Wonders*, Market Price: 10,250 gp; Weight: N/A.

✦ **Critical Role:** As thanks, several important patrons in Quaalsten have given you the ability to purchase a magic item whenever it suits you. If you helped construct the *blackstone rune*, you may purchase a *necklace of adaptation* after any Highfolk regional scenario. If you used your druidical abilities to act as a scout and courier during the siege, you may purchase *druid's vestments* after any Highfolk regional scenario. Cross out one of the two benefits above.

✦ **Mark of the Shadow Plane:** You bore a strange shadow sigil through the obelisk gate; it has since become permanently affixed to a certain spot on

your skin. The spot remains cool to the touch, and grants you a +2 bonus to save against spells with the shadow descriptor. However, if the hero is targeted with a spell bearing the light descriptor, it is considered to affect them as if it were prepared with the Empowered Spell feat (if it is already empowered, there is no further effect). In addition, you can consider the *mark* a focus for *plane shift* spells cast by you to the Plane of Shadow.

✦ **Assassin Whip:** This +1 whip appears to be a living vine of some sort, with leaves shaped like human hands and small clusters of fruit that resemble wild grapes. Gnarled and covered with brown, stringy bark, the *assassin whip* can be used as a normal whip, but twice a day the wielder can use it to make a ranged touch attack against a single Medium-size or smaller target, causing grasses, weeds, bushes and even trees to wrap, twist, and entwine about her, holding her fast. If no vegetation is in the area, the *assassin whip* causes vines to spring up from the ground. The entangling plants constrict their target, each round dealing 1d6+7 points of damage with a successful grapple check (the plants' grapple check modifier is +8). The affected creature is considered entangled, as per the condition in the *Dungeon Master's Guide*. *Savage Species*, pages 48-49.

Caster Level: 3rd; Prerequisites: Craft Magic Arms and Armor plus *entangle* or *web*, Market Price: 11,021 gp; Weight: 2 lb.

✦ **Spellbook of Zalkir the Mad:** This red leather tome is sticky to the touch, and contains the following spells: 6th—*contingency*, *shadow walk*, *wall of iron*; 7th—*insanity*, *summon monster VII*; 8th—*mind blank*, *temporal stasis*.

Caster Level: N/A; Prerequisites: N/A; Market Price: 480 gp; Weight: 3 lb.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 2-4

❖ Spellbook of Zalkir the Mad (Adventure, see above)

❖ Murlynd's spoon (Adventure, DMG)

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

❖ Wand of web (Adventure, DMG)

APLs 8-10 (All of APLs 2-6 plus the following)

❖ Cloak of Charisma +2 (Adventure, DMG)

APL 12 (All of APLs 2-10 plus the following)

❖ Assassin whip (Adventure, Savage Species)

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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL