



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Demon Spawn
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 2

max 450xp; 400gp

APL 4

max 675xp; 550gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

Favor of the Temple of Change: For performing the 'recovery mission' with the utmost discretion, the PC has received this favor. This favor may be redeemed for Regional access to *wands of light* (CL 1st), *scrolls of break enchantment* (CL 7th), or *potions of remove blindness/deafness* (CL 5th). Alternatively, the favor may be saved, and redeemed in a later scenario. Note which item was chosen once this favor has been redeemed:

Masterwork Potion Belt: This extremely well-made potion belt holds ten potions or oils. Retrieving a potion or oil from a potion belt is a free action once per round. *Market Price:* 60gp. (Originally appeared in *FRCS*, pg. 96)

Gift of the Earth Spirit: For saving the earth creature from his attacker, he has gifted you with the following item:

- APL 2—*dust of tracelessness*
- APL 4—*dust of dryness*
- APL 6—*wand of Melf's acid arrow*
- APL 8—*elemental gem(earth)*
- APL 10—*dust of disappearance*
- APL 12—*stone salve*

Only one item is granted per APL. You have Adventure access to that item, and must purchase it as normal.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ *Arcane scroll: locate creature* (Adventure, CL 7th, DMG)
- ❖ *Arcane scroll: arcane eye* (Adventure, CL 7th, DMG)
- ❖ *Arcane scroll: dimension door* (Adventure, CL 7th, DMG)
- ❖ *Arcane scroll: wall of ice* (Adventure, CL 7th, DMG)
- ❖ *Masterwork potion belt* (Adventure, Mundane, Above)
- ❖ *Quiver of Ehlonna* (Adventure, CL 9th, DMG)

APL 4: (All of APL 2 plus the following)

- ❖ *Necklace of fireballs (Type I)* (Adventure, CL 10th, DMG)
- ❖ *Wand of entangle* (Adventure, CL 1st, DMG)

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

- ❖ *Potion of fly* (Adventure, CL 5th, DMG)

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

- ❖ *Potion of cure serious wounds* (Adventure, CL 5th, DMG)

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

- ❖ +2 *rapier* (Adventure, CL 6th, DMG)
- ❖ +2 *leather armor* (Adventure, CL 6th, DMG)

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

- ❖ +2 *chain shirt* (Adventure, CL 6th, DMG)
- ❖ +2 *heavy wooden shield* (Adventure, CL 6th, DMG)
- ❖ *Potion of barkskin* +4 (Adventure, CL 9th, DMG)
- ❖ *Potion of shield of faith* +5 (Adventure, CL 18th, 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 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