



This Record Certifies that

Played

by

Player

RPGA #

Has Completed Pooling Resources 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#

595 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Jewel's Ring: This ring is a minor ring of wizardry (I), and grants its wearer one extra 1st level arcane spell each day. Once per adventure after this one, this ring may be upgraded in the order appearing below. For 8,000 gp, it upgrades to a moderate ring of wizardry (I), and grants its wearer two extra 1st level arcane spells each day. For 9,000 gp, it upgrades to a ring of wizardry (I). For 15,000 gp, it upgrades to a ring of wizardry (II). The ring may not receive any enchantments other than those listed above. Prerequisites: This item cannot be crafted; Market Price: 1,500 gp; Frequency: Adventure.

Influence Points : Guildsmen of the High Art [] [] [] [] []
Protector of the Guild: The above named PC has continually proven himself as an asset to the Guildsmen of the High Art. Though he has no spellcasting ability whatsoever, he has shown time and again that a little bit of brawn is needed to go with any amount of brains.

This PC is recognized as an honorary member of the Guildsmen of the High Art. For role-playing and information purposes, he counts as a member of the Guild. He does not gain any access granted to Guild members via meta-orgs or play opportunities, but does learn any in-character information associated with membership. Additionally, he is treated cordially by most Guildsmen.

Touched by Azrael: You played host to the ghost of Azrael and have been affected in an unusual way. You are able to access some of Azrael's memories until they fade from your mind after a period of six months. This manifests in the form of a +4 insight bonus to any one Knowledge check once per week. You may use this bonus to make a Knowledge check for which you have no ranks as if you were trained. You have also gained the ability to read and understand the Ancient Suloise language, but cannot speak it. In addition, you have inadvertently lowered your resistance to possession. For the duration of this effect, you are more susceptible to charms and compulsions, suffering a -4 penalty to these spells or spell effects. A remove curse spell removes all of these effects. Expiration date: _____

Favor of the Guildsmen of the High Art: For successfully locating the spellpool and bringing back its access relay, members of the Guildsmen of the High Art receive Regional access to the following items: Boccob's blessed book, minor cloak of displacement, and vibrant purple prism ioun stone.

Members that are Solar level and have earned Competency Level 3 at the time of playing this scenario gain access to the Mage of the Arcane Order prestige class. Cross out this paragraph if the Guildsman does not qualify.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- Jewel's ring (Adventure, see above)
Wand of shatter (Regional, DMG)
Arcane scroll of stone shape (Regional, CL 9, 900 gp)
Divine scroll of calm animals (Adventure, CL 4, 100 gp)
Vest of escape (Adventure, DMG)
Wand of cure light wounds (Adventure, CL 3, 2,250 gp)
Bag of holding (type I) (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- Wand of cure light wounds (Adventure, CL 5, 3,750 gp)
Staff of abjuration (Regional, DMG)

APL 10 (all of APLs 6-8 plus the following)

- Staff of divination (Regional, DMG)
Lesser bracers of archery (Adventure, DMG)
Wand of cure moderate wounds (Adventure, CL 10, 15,000 gp)

APL 12 (all of APLs 6-12 plus the following)

- +2 composite longbow (+4 Str) (Adventure, 8,800 gp)
Divine scroll of repel wood (Adventure, CL 11, 1,650 gp)
Amulet of mighty fists +2 (Adventure, 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 1/2 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 Subtotal

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