



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Primal Urges
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; 700gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Manual of Bodily Health: You have made a deal with Berliac Knotwise, given up your bottle of ilymirth wine, and acquired a coveted manual of bodily health +1. You must spend 1 TU upon acquisition of the manual to use it and gain its benefits. This does not count as access for MIC purposes. Frequency: Regional; Limit One per PC. This item may not be purchased before a character reaches 10th level. Price: 27,500 gp.

Ilymirth Wine: You have decided to give up buying a manual and instead have kept your bottle of ilymirth wine. This bottle contains four glasses of wine. Consuming one full glass requires a DC 20 Fortitude save to avoid becoming quite drunk. While drunk, characters suffer a -2 penalty to all attack rolls, ability checks, skill checks, saves, and weapon damage rolls. You gain one free bottle of wine valued at 10 gp. You may not purchase extra bottles.

Reensouled: You have finally gotten your soul back, after several years of separation. You now hold tightly onto that which you lost, gaining a +4 insight bonus on saves against possession or compulsion. Additionally, spells which raise you from the dead may be cast upon your body up to twice as long after death as normal.

Fifth District Recognition: For your role in defeating Bartle and returning Highfolk's populace to its normal demeanor, you receive a promotion within the Fifth District. Additionally, you receive Regional access to the following items: sap of stunning (A&EG), sword of opportunity (A&EG), badge of valor (CV), and medal of gallantry (CV). Only current members of the Fifth District may receive this favor.

Favor of the Home Guard: For eliminating the threat Bartle's spell posed, you are granted access to the starred items listed below.

Highfolk Signet Ring: This silver +2 ring of protection bears the signet of the green and white shield of Highfolk. Faint abjuration; CL 6th; Forge Ring, shield of faith, creator must be at least 6th level. Price: 8,000gp.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- +1 ghost touch short sword (Adventure, DMG)
Vial of ghostoil (Adventure, Arms & Equipment Guide)
+1 leather armor of silent moves (Regional, DMG)*
Vest of resistance +1 (Regional, Complete Arcane)*

APL 8 (all of APL 6 plus the following)

- +1 ghost touch longsword (Adventure, DMG)
+1 ghost touch arrows (50) (Adventure, DMG)
Ring of climbing (Regional, DMG)*
Wand of silence (Regional, DMG)*
Vest of resistance +2 (Regional, Complete Arcane)*

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

- Highfolk signet ring (Adventure, see above and DMG)
Arcane scroll of hallucinatory terrain (Adventure, DMG)
Vest of resistance +3 (Regional, Complete Arcane)*

APL 12 (all of APLs 6-10 plus the following)

- Phylactery of undead turning (Adventure, DMG)
Wand of cure critical wounds (Regional, DMG)*
Vest of resistance +4 (Regional, 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

FINAL GP TOTAL