



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Vengeance Delivered
A Regional Adventure
Set in Highfolk

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 360xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,545xp; 3,300gp

Serpent's Standard: This standard, bearing a curled snake lashing out in attack, bears formidable magical powers. Five times, this standard may be activated by its wielder as a standard action that does not provoke an attack of opportunity. All allies within 20 ft. may immediately make one melee or ranged attack, even if they have already taken their action for the round. This action does not affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This item does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior use of this item, from the haste spell, or any other source, this item fails to affect them.

Faint transmutation. CL 5th; Craft Wondrous Item, legion's snake's swiftness. Price 1,500 gp. Limit one.

Boon of the Hunter's Patron: Whichever dark powers raised the Hunter in Shadows to his undead form have also taken a notice of you. Granting you their boon, they grant you the benefits of an aid spell for the next two Highfolk regional events (at 20th caster level). This boon may be refused, in which case it should be struck through.

Sign of the Favored (Iuz): Emblazoned with the grinning skull of Iuz, this standard is adorned with blasphemous invocations. Three times per day, the standard-bearer can invoke a prayer to the Old One. The prayer grants allies within 30 ft. a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks for 5 rounds.

Faint enchantment; CL 5th; Craft Wondrous Item, prayer; this item may be created in dedication to other gods; Price 16,200gp.

Crash Course in First Aid: Experience on the battlefield has opened the way to the combat medic prestige class from Heroes of Battle.

Honored by the Circles: The many druidic circles of the Vesve Forest are grateful for your aid. In return, they agree to teach you the following spells (all FB and MH): arctic haze, snake's swiftness, legion's snake's swiftness, snowdrift, wall of coldfire. Also, they teach you the ways of the Natural Bond feat.

Influence Point: Church of Ehlonna []

Influence Point: Followers of the Seldarine Pantheon []

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Sign of the favored (Adventure, limit one, Heroes of Battle)
Dust of appearance (Adventure, DMG)
Scroll of alarm (Adventure, DMG)
Serpent's standard (Adventure, limit one, see above)

APL 4 (all of APL 2 plus the following)

- Wand of silence (Adventure, DMG)
Murlynd's spoon (Adventure, DMG)

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

- Druid's vestments (Adventure, DMG)
Candle of truth (Adventure, DMG)

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

- Minor circlet of blasting (Adventure, DMG)
Boots of levitation (Adventure, DMG)

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

- +1 frost greatclub (Adventure, DMG)
Deck of illusions (Adventure, DMG)
Candle of invocation (CG and NG) (Adventure, DMG)

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

- Cloak of resistance +2 (Adventure, DMG)
Cloak of resistance +3 (Adventure, DMG)
Heward's handy haversack (Adventure, DMG)
Scroll of globe of invulnerability (Adventure, DMG)
Scroll of disintegrate (Adventure, DMG)
Cloak of Charisma +4 (Adventure, DMG)
Headband of intellect +4 (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