



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Twilight

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 450xp; 450gp

Favor of Brottor Hammerstrike: Goods, Brottor Hammerstrike has offered your Dargas Mor dwarven character a 30% discount on your next purchase from the store.

Favor of the Guildsmen: You have received the favor of the Guildsmen of the High Art and have access to all items below marked with an asterisk.

Headband of the Owl: Releshi Elethiel bestowed this item upon you. Add it directly to your MIL. You cannot sell this item.

Faint divination; CL 3rd; Craft Wondrous Item, guidance, creator must be an Oronodel elf; Price: 100 gp; Weight: 1/2 lb.

Figil's Spellbook: 1st - disguise self, friendly face (RD), lesser orb of cold (CA), silent image, ventriloquism. Market Price: 600 gp.

Jagged Black Stone: You have taken a chip of the strange jagged, black stone you found in the Vesve. It radiates strong chaos and strong conjuration magic.

Masterwork Dice: A pair of eight-sided dice; carved of ivory with garnet pips. They give a +2 circumstance bonus to Profession (Gambler) skill checks. Market Price: 25 gp

Soul Orb: You have absorbed a soul orb sent by the Dreamer of Sea and Stars. Her divination magic has stained your soul. The abilities this stain grants depends on its color (check one - and only one).

Red: Once, as an immediate action, you may add a +1 insight bonus to any d20 roll. Use of this ability must be before making the roll. (Cross off when used)

Orange: As red, plus once as a spell-like ability you may cast augury with a caster level equal to your character level. (Cross off when used)

Yellow: As orange, plus you are altered forever. You must always wear some small piece of yellow on your person at all times. Once per day while in the Vesve, you may cast detect magic as a spell-like ability with a caster level equal to your character level.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Headband of the owl (Adventure, limit one, see above)
Dust of dryness (Adventure, DMG)
Elixir of vision (Adventure, DMG)
Figil's spellbook (Adventure, see above)
Masterwork elven thinblade (Adventure, Races of the Wild)
Oil of exacting shot (Adventure, CV)
Potion of healthful rest (Adventure, CV)
Potion of nature's favor (Adventure, CV)
Oil of sonic weapon (Adventure, CV)
Potion of train animal (Adventure, CV)
Quaal's feather token (bird) (Adventure, DMG)
Quaal's feather token (fan) (Adventure, DMG)
Quaal's feather token (swan boat) (Adventure, DMG)
Safewing emblem (Adventure, Races of the Wild)
Silversheen (Adventure, DMG)
Wand of lesser vigor (Adventure, Complete Divine)
Elixir of hiding (Regional, DMG)\*
Elixir of sneaking (Regional, DMG)\*
Elixir of truth (Regional, DMG)\*
Quaal's feather token (tree) (Regional, DMG)\*
Wand of color spray (Regional, DMG)\*

CV = Complete Adventurer

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

TU

Starting TU

I TU

TU Cost

TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP Gained

XP

FINAL XP TOTAL