



This Record Certifies that

Played

by \_\_\_\_\_  
Player RPGA #

Has Completed  
**Faerie Fire**  
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#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature RPGA #

APL 2

max 450xp; 401gp

APL 4

max 675xp; 601gp

APL 6

max 900xp; 789gp

☛ **White Sayles Berry Tea:** This tea, distilled by a friend of a friend, is a potent poison. One cup is enough to cause slow reactions and difficulty speaking. This is enough to brew one cup.

Ingested DC 17; 1d6 Dex and 20% spell failure for spells with verbal component; 1d6 Dex and unable to cast spells with verbal component. The tea loses its potency 30 minutes after brewing and becomes nonpoisonous.

Market Price: 500 gp. Access: Regional. You may only ever purchase one dose.

☛ **Favor of Gunther Sugarbaker:** Gunther has spread word of your success to his merchant companions. This favor grants you access to the items marked with a (\*). Devoted of the Green and White characters also receive access to the items marked with a (ˆ).

☛ **Favor of Cecil Trueblood:** You have saved the life of Cecil Trueblood, paladin of Heironeous. For your valor, you have earned his eternal gratitude. Currently, this manifests as Regional access to *elixir of swimming*.

☛ **IP: Guildsmen of the High Art**

☛ **Mask Piece:** This elegant porcelain mask has been broken. The only piece you could find is this – the delicate cheekbone and jaw line of a scaly-skinned female. The mask radiates faint transmutation magic. Only one character may take this shard, and it is added to the MIL at no cost.

☛ **Legendary Deed: Selfless Giver (5%):** Your selfless expedition into the Deepmarsh for zero monetary compensation has earned you a reputation as a true hero. When this deed is redeemed, you receive a +4 circumstance bonus to Diplomacy checks with the people of Highfolk. Additionally, you receive free High lifestyle for that adventure.

☛ **Berry Component:** The Guildsmen have taught you the secret of using the white sayles berry in spellcasting. When used as a component, the berry has a 20% chance of being consumed and affecting the spell's target with a *silence* spell (with no save) in addition to whatever spell is normally being cast. The Guild has only granted you with one use of this component. Mark this text "USED" when the berry is consumed.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ White sayles berry tea (Adventure, see above)
- ❖ *Universal solvent* (Adventure, DMG)\*
- ❖ *Oil of exacting shot* (Adventure, Complete Adventurer)\*
- ❖ *Oil of sonic weapon* (Regional, Complete Adventurer) †
- ❖ *Pearl of power (1st level)* (Adventure, DMG) †

APL 4 (all of APL 2 plus the following)

- ❖ *Slippers of spider climbing* (Adventure, DMG)\*
- ❖ *Wand of enlarge person* (Adventure, DMG)\*
- ❖ *Ring of feather falling* (Adventure, DMG) †

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

- ❖ *Wand of magic missile (3rd level)* (Adventure, DMG)
- ❖ *Lesser metamagic rod of enlarge* (Adventure, DMG)\*
- ❖ *Ring of counterspells* (Regional, DMG) †

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

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

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

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