



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Racial Enemies
A Regional Adventure
Set in Highfolk

Event:

Date:

DM:

Signature

RPGA #

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)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

Proven of the Hammerstrike: Spend this favor for one of the following: access to the feats Shield Mate and Improved Shield Mate...

Forges of Dargas Mor: During your time near Dargas Mor, dwarven merchants allow you to purchase one suit of armor or shield made of Mithril, or one weapon or shield made of Adamantine...

Favor of Armend and Belina: In return for rescuing him Armend offers you access to some of his equipment. Expend this favor to have one-time access to the following items from Races of the Wild...

Meta-Org Praise: For successfully completing a mission for your meta-org, from one year from date this adventure was played, you enjoy a +2 circumstance bonus on all social rolls with fellow meta-org members...

Spending Time with Lo-Kar: By befriending Lo-Kar and spending 2 TU's you have access to learn the Goliath language and you have access to normal (non-masterwork) versions of the following Large or Huge Weapons...

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 2
Finger blades
Ice axe
Jeweler's loupe
Money belt
Silent shoes
Thieving helmet
Miner's helmet
Armband of reduction
Everfull mug
Masterwork sugiin

- APL 4 (all of APL 2 plus the following)
Possum pouch
Hammersphere
Weightless scabbard

- APL 6 (all of APLs 2-4 plus the following)
Clasp of the elder
Horseshoes of the zephyr

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

Starting GP

- GP GP Spent

GP Spent

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

- GP GP Spent

GP Spent

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