



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
HIG7-01 – Luck Lost  
A Regional Adventure  
Set in Highfolk



Play Notes:

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

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

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

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

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



Adventure Record#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

☛ **Convert to Norebo / Xerbo (circle one):** You are granted a free *atonement* to convert, if needed. You gain Open access to the cleric alternate class feature, Spontaneous Domain Casting, and the favored soul alternate class feature, Deity's Favor, both from PH2.

🗡️ **Items of Arcane Power:** Good-aligned PCs gain Adventure access to: *bottle of air* [limit 1], *decanter of endless water* [limit 1], *dust of dryness* [limit 1], *elemental gem (water)* [limit 1], *elixir of swimming* [limit 6], *gloves of swimming and climbing* [limit 1], *iridescent spindle ioun stone* [limit 1], *necklace of adaptation* [limit 1], *Quall's feather token (swan boat)* [limit 6], *spellguard rings* <sup>CM</sup>[limit 1].

☛ **Gathil the Wanderer's Favor:** The Items of Arcane Power are changed to Regional access for Good-aligned, Devoted PCs.

☛ **Legendary Deed:** Raised the Velverdyva Queen (20%). If you are recognized for this Legendary Deed, you gain free Luxury Lifestyle and one free 5<sup>th</sup> level or lower divine spell cast by the temple of Norebo, during that adventure; mark this entry "Used" after such an adventure.

☛ **Moonbow's Reward:** The Ruathar (RW) prestige class is Open for you.

☛ **Norebo's Reward:** You gain three (3) influence points with the Temple of Norebo.

☛ **Norebo's Curse:** Any spell or magic item that provides a luck bonus does **NOT** grant its bonus to you. To rid yourself of the curse, you must pay for a *remove curse* cast by the Temple of Norebo.

🗡️ **Murlynd's Prairie Songbook:** This songbook has lyrics about prairies, ranges, horses, cattle, and doggies. Only ONE PC can receive this.

🗡️ **Tainted Unholy Symbol of Nerull:** This wooden unholy symbol radiates a faint evil. Only ONE PC can receive this.

🗡️ **Verbeeg Hill Eel Jelly:** This can be traded for free Rich upkeep during one Highfolk adventure.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ Boots of elvenkind (Adventure; DMG)
- ❖ Cloak of elvenkind (Adventure; DMG)
- ❖ Keel armor option, 50 gp (Adventure; Sto)
- ❖ Memento magica, 1<sup>st</sup> level (Adventure; RDr)
- ❖ Pearl of power, 1<sup>st</sup> level (Adventure; DMG)
- ❖ Potion of resurgence (Adventure; SpC)
- ❖ Masterwork Profession (gambler) tools (Adventure; PH)
- ❖ Masterwork Profession (sailor) tools (Adventure; PH)
- ❖ +1 thinaun longsword (Adventure; 17,315 gp; CW)

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

FINAL GP TOTAL

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL