



This Record Certifies that



Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

HIG7-04 – The Rose and the Pearl

A Regional Adventure set in Highfolk

Play Notes:

- Gained a level _____
- Retrained _____
- Lost a level _____
- Ability Drained _____
- Died _____
- Was raised/resurrected _____
- Was reincarnated _____



Adventure Record#

597 CY ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

❖ **Blackstone Brooch:** This small brooch is made up of a strange black stone carved in the shape of rose and displays the crest of House Rellen done with a pearl inlay. It radiates moderate conjuration and transmutation magic. Wearing this brooch allows non-elves to bypass the field barring elves from entering Flameflower.

❖ **Favor of Thornhill:** For your help, the people of Thornhill offer to train you in the feats Coordinated Shot, Guerilla Scout, and Ready Shot from *Heroes of Battle*.

❖ **Influence Point with Lord Kashafen Tamarel**

❖ **Influence Point with Mayor Mordianna Tamarel**

❖ **Legendary Deed (5%) – Savior of the Forest Bride:** For helping to rescue the Forest Bride, the Old Man of the Wood has spread your legend among the plant folk of the Vesve. If you are recognized for this Legendary Deed, you receive eight goodberries (as the spell *goodberry*) at the start of the adventure; each goodberry lasts for the duration of that adventure. Mark this deed 'USED' after such an adventure.

❖ **Marked by the Dawn:** You are a hero of the Vesve and are known to the Dawn. She watches you even now.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU

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 8:

- ❖ *Gloves of agile striking* (Adventure; MIC)
- ❖ *Tunic of steady spellcasting* (Adventure; MIC)

APL 10 (all of APL 8 plus the following):

- ❖ *Gloves of fortunate striking* (Adventure; MIC)
- ❖ *Mithralmist shirt* (Adventure; MIC)
- ❖ *Skirmisher boots* (Adventure; MIC)

APL 12 (all of APLs 8-10 plus the following):

- ❖ *Armband of elusive action* (Adventure; MIC; 800 gp)
- ❖ *Boots of elvenkind* (Adventure; DMG)
- ❖ *Cloak of elvenkind* (Adventure; DMG)
- ❖ *Ring of counterspells* (Adventure; DMG)
- ❖ *Scroll of heal* (Adventure; DMG; CL9; 1650 gp)
- ❖ *Scroll of bear's endurance, mass, divine* (Adventure; DMG; CL9; 1650 gp)

APL 14 (all of APLs 8-12 plus the following):

- ❖ *Belt of battle* (Adventure; MIC)
- ❖ *Belt of ultimate athleticism* (Adventure; MIC)
- ❖ *Ioun stone (pink rhomboid)* (Adventure; DMG)
- ❖ *Quiver of Ehlonna* (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

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

GP

FINAL GP TOTAL

Items Sold

Total Value of Sold Items

Add ½ this value to your GP value

Items Bought

Total Cost of Bought Items

Subtract this value from your GP value