



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Siege

A Regional Adventure
Set in Highfolk



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region

Event: _____ Date: _____

DM: _____

Signature

RPGA #



Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 397gp

APL 4

max 675xp; 558gp

APL 6

max 840xp; 793gp

APL 8

max 1,065xp; 1,118gp

APL 10

max 1,290xp; 1,939gp

APL 12

max 1,575xp; 2,605gp

Only one character may possess this item at the conclusion of the event; it is the character that initially picked up the weapon. Please cross this item off if this character did not receive the curse. The character that picked up this weapon may add this item to their Master Item List without purchasing it.

❖ **Ravenfeather spear:** This magical shortspear bears numerous black feathers tied around the haft of the weapon. It is said that the feathers come from the raven, a symbol of death and misfortune among many of the humanoid tribes. Indeed, this spear functions as a *cursed backbiter spear*; any time the user makes an attack roll with the weapon, and rolls very low (see below), it curls around to strike the wielder for normal damage. If this spear is hurled, the damage is doubled.

In addition, the character is compelled to use the weapon in melee combat; any time the PC wishes to engage in melee combat, he/she must roll a Will save (DC 15); if it results in a failure, the character must use the spear throughout the combat when engaged in melee. The spear cannot be discarded normally; after one minute, it reappears stowed on the character that possesses this curse. If the curse is removed by a *remove curse* spell, the spear becomes a normal non-magical shortspear.

APLs 2-4: +1 ravenfeather spear; attacks owner on a natural 1.

APLs 6-8: +2 ravenfeather spear; attacks owner on a natural 1-2.

APLs 10-12: +2 thundering ravenfeather spear; attacks owner on a natural 1-3.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse*, creator must be evil; **Market Price:** 0 gp (cursed item); **Weight:** 5 lb.

❖ **Favor of Almeric Wilstone:** You have succeeded in a very important mission for the Rangers of the Vesve, and Quaalsten. For your courage Almeric has arranged for a wizard friend of his to enchant your armor and a weapon. You have the opportunity to upgrade any one masterwork suit of armor/shield and any one masterwork weapon they possess to a +1 version at the end of any Highfolk regional scenario (APLs 2-4), or upgrade any one +1 suit of armor/shield and any one +1 weapon they possess to a +2 version at the end of any Highfolk regional scenario (APLs 6-12). The PC pays the difference in cost for the item's upgrade. Once both items have been chosen, write used across the above text. Record the items chosen on the back of this record.

❖ **Favor of Oslen Oakbough:** Only PCs selected may obtain this favor.

❖ **Favor of Ethram:** Only PCs selected may obtain this favor.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Dust of tracelessness* (Adventure, DMG)
- ❖ +1 ravenfeather spear (Curse, see above)
- ❖ *Everburning torch* (Region, DMG)

APL 4 (All of APL 2 plus the following)

- ❖ *Potion of cure serious wounds* (Adventure, DMG)
- ❖ *Potion of gaseous form* (Adventure, DMG)

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

- ❖ +2 ravenfeather spear (Replaces +1 version, curse, see above)
- ❖ *Cloak of arachnida* (Adventure, DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *Brooch of shielding* (Adventure, DMG)

APL 10 (All of APLs 2-8, except the *potion of cure serious wounds*, plus the following)

- ❖ +2 thundering ravenfeather spear (Replaces +2 version, curse, see above)
- ❖ *Medallion of thoughts* (Adventure, DMG)
- ❖ *Bead of force* (Adventure, DMG)

APL 12 (All of APLs 2-10, except the *potion of cure serious wounds*, plus the following)

- ❖ *Boots of speed* (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

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

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

1 or 2 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