



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*Harmony of a Wicked Fate - Assassin*

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#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 6

max oxp; ogp

APL 8

max oxp; ogp

APL 10

max oxp; ogp

APL 12

max oxp; ogp

☛ **Deadly Precision:** A melee weapon with this ability deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Caster Level: 12<sup>th</sup>; Prerequisites: Craft Magic Arms and Armor, keen edge, Market Price: +2 bonus.

Miniatures Handbook, page 40.

☛ **Bolts of Elf Slaying:** These bolts, made specifically for hand crossbows only, function just like *slaying arrows*. The bolts are only known to be keyed to elves. Creation of these bolts is highly illegal in Highfolk, and is treated as a grave offense for anyone found creating them or possessing them.

Caster Level: 13<sup>th</sup>; Prerequisites: Craft Magic Arms and Armor, finger of death, Market Price: 2,282 gp; Weight: -.

☛ **Planejump Stone:** This small light grey stone is flat to one side, and always lands with the flat side down when tossed. When held to the light, it scintillates with color from flecks of minerals enhanced by magic. When the stone is activated and tossed (or dropped), it transports the next creature stepping on it to a keyed plane, as the *plane shift* spell. Once the stone's magic has been activated, it becomes nonmagical. When created, the creator chooses the planar key for the stone, and it cannot be changed.

Caster Level: 9<sup>th</sup>; Prerequisites: Craft Wondrous Item, creator must possess planar fork for the plane to be keyed, *plane shift*; Market Price: 4,500 gp; Weight: -.

☛ **Legendary Deed (5%), Defeat of Kylil the Elven Assassin:** You have stopped a killer that has been at large for a very long time in the Highfolk region. As thanks, when this legendary deed is used, you will receive a pardon for any and all reconcilable and minor offenses committed in Highfolk or Verbeeg Hill for the duration of the adventure. Rules for using legendary deeds can be found on the Highfolk website at [www.highfolk.net](http://www.highfolk.net).

Note here if Kylil was captured or killed: \_\_\_\_\_.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Planejump stone* (Adventure, limit 1, see above)
- ❖ *Bolts of elf slaying* (Adventure, limit 2, see above)
- ❖ +1 *spell resistance* (13) *studded leather armor* (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- ❖ +1 *deadly precision dagger* (Adventure, 18,302 gp, Miniatures Handbook)
- ❖ +1 *slick spell resistance* (13) *studded leather armor* (Adventure, 12,925 gp, DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ +1 *wounding deadly precision dagger* (Adventure, 50,302 gp, Miniatures Handbook)
- ❖ +1 *slick spell resistance* (15) *studded leather armor* (Adventure, 19,925 gp, DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +1 *improved slick spell resistance* (15) *studded leather armor* (Adventure, 31,175 gp, 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 Item

Subtract this value from your gp value

GP

Starting GP

- XXXXXXXX GP

GP Spent

GP

Subtotal

+ XXXXXXXX GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

XX TU

TU Cost

-XXXXXX TU

Added TU Costs

TU REMAINING

XP

Starting XP

-XXXXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL