



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Twilight

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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

Favor of Brottor Hammerstrike: Goods, Brottor Hammerstrike has offered your Dargas Mor dwarven character a 30% discount on your next purchase from the store. You may purchase any one *PH* standard metal weapon or armor, in regular or masterwork quality with this discount. Write "USED" across this favor once redeemed.

Favor of the Guildsmen: You have received the favor of the Guildsmen of the High Art and have access to all items below marked with an asterisk. If you do not have this favor, cross off all items marked with an * below.

Headband of the Owl [] [] [] [] [] []: Releshi Elethiel bestowed this item upon you. Add it directly to your MIL. You cannot sell this item. This headband of tooled leather, possibly from a snake, bares the heraldry of Clan Oronodel. While worn, you may take an immediate action to gain a +1 competence bonus to a saving throw. The choice to use the headband must be prior to the roll and uses up one charge. The headband has five charges, which you mark off when used.

Faint divination; CL 3rd; Craft Wondrous Item, *guidance*, creator must be an Oronodel elf; Price: 100 gp; Weight: ½ lb.

Figil's Spellbook: 1st – *disguise self*, *friendly face* (RD), *lesser orb of cold* (CA), *silent image*, *ventriloquism*. Market Price: 600 gp.

Jagged Black Stone: You have taken a chip of the strange jagged, black stone you found in the Vesve. It radiates strong chaos and strong conjuration magic.

Masterwork Dice: A pair of eight-sided dice; carved of ivory with garnet pips. They give a +2 circumstance bonus to Profession (Gambler) skill checks. Market Price: 25 gp

Soul Orb: You have absorbed a soul orb sent by the Dreamer of Sea and Stars. Her divination magic has stained your soul. The abilities this stain grants depends on its color (check one – and only one).

[] **Red:** Once, as an immediate action, you may add a +1 insight bonus to any d20 roll. Use of this ability must be before making the roll. (Cross off when used)

[] **Orange:** As red, plus once as a spell-like ability you may cast *augury* with a caster level equal to your character level. (Cross off when used)

[] **Yellow:** As orange, plus you are altered forever. You must always wear some small piece of yellow on your person at all times. Once per day while in the Vesve, you may cast *detect magic* as a spell-like ability with a caster level equal to your character level.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Headband of the owl* (Adventure, limit one, see above)
- ❖ *Dust of dryness* (Adventure, DMG)
- ❖ *Elixir of vision* (Adventure, DMG)
- ❖ Figil's spellbook (Adventure, see above)
- ❖ Masterwork elven thinblade (Adventure, Races of the Wild)
- ❖ *Oil of exacting shot* (Adventure, CV)
- ❖ *Potion of healthful rest* (Adventure, CV)
- ❖ *Potion of nature's favor* (Adventure, CV)
- ❖ *Oil of sonic weapon* (Adventure, CV)
- ❖ *Potion of train animal* (Adventure, CV)
- ❖ *Quaal's feather token (bird)* (Adventure, DMG)
- ❖ *Quaal's feather token (fan)* (Adventure, DMG)
- ❖ *Quaal's feather token (swan boat)* (Adventure, DMG)
- ❖ *Safewing emblem* (Adventure, Races of the Wild)
- ❖ *Silversheen* (Adventure, DMG)
- ❖ *Wand of lesser vigor* (Adventure, Complete Divine)
- ❖ *Elixir of hiding* (Regional, DMG)*
- ❖ *Elixir of sneaking* (Regional, DMG)*
- ❖ *Elixir of truth* (Regional, DMG)*
- ❖ *Quaal's feather token (tree)* (Regional, DMG)*
- ❖ *Wand of color spray* (Regional, DMG)*

CV = Complete Adventurer

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

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

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