



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
First Comes the Running
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

☛ **Chose to Serve:** You chose to serve. The entity you serve is not known to you at this point and time, but you are assured at some point in the future, you will serve them. You are imprisoned for an additional 6 TU, but are released afterwards with all your possessions.

☛ **Chose to Die:** You chose to die. However fate and destiny have intervened and now is not your time to die. Not yet, at least. The entity that you refused to serve is not known to you at this point and time, but rest assured that some time in the future there will be a reckoning. You are imprisoned for an additional 6 TU, but you escape with none of your possessions. You may invoke the Charity of Friends clause in the LGCS.

☛ **Favor of Aukan:** You received Aukan's Favor. You can use it to gain access to a small, medium or large masterwork longaxe (CV). In addition of paying the cost of the longaxe, you must spend 4 TU to represent travel, crafting, and training time.

☛ **Memento Magica:** This item appears to be an amethyst intricately cut into the shape of a dragon's scale. A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls, much as a pearl of power is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. This *memento magica* can recall a single 1st level spell once per day.

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the level being recalled; Price 1,500 gp (1st level). *Races of the Dragon*.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Mithral shirt (Adventure, DMG)
- ❖ Alchemist's arrows (Adventure, Arms and Equipment Guide)
- ❖ Blessed bandage (Adventure, Heroes of Battle)
- ❖ Camouflage kit (Adventure, Arms and Equipment Guide)
- ❖ Forester's cloak (Adventure, Arms and Equipment Guide)
- ❖ Masterwork military saddle (Adventure, Complete Adventurer)
- ❖ Flyer's military saddle (Adventure, Races of Stone)
- ❖ Medium spider venom (Adventure, DMG, 150 gp)
- ❖ Safewing emblem (Adventure, Races of the Wild)

APL 4 (all of APL 2 plus the following)

- ❖ +1 barbed dagger (Adventure, Arms and Equipment Guide)

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

- ❖ Memento magica (Adventure, see above)

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

- ❖ +1 vicious barbed dagger (Adventure, Arms and Equipment Guide)
- ❖ +1 keen falchion (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 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