



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed
HIG8-02 – Intertwined
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#

598 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

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

☛ **Protected the Archmage** (15%): If recognized for this Legendary Deed, Onver provides the character with a *contingency* spell. The spell used with the *contingency* must be an Open sor/wiz spell of a level no greater than ½ of this APL and have no XP or material costs. Both the *contingency* spell and the accompanying spell are CL 20. Mark this "Used" after one use.

☛ **The Wrath's Touch**: Whenever you face forces of the Dawn in a combat encounter, make a Will save (DC 10 + APL at which this adventure was played) or be shaken for the encounter. DC: _____

☛ **Trumpet's Shard**: This shard of silvery metal, when rubbed, shines brilliantly and hums with a quiet ring. If you are a special Highfolk character, you can activate the corresponding spell below as an immediate action; it lasts for one minute and has a CL equal to your character level. If you qualify for multiple options, you gain access for each. When a power is used, cross it off.

Caress of Angels: shield other (you take the damage of another)

Kiss of Devils: false life

Dargas Mor: resist energy

Born of the Vesve: barkskin

Devoted of the Green and White: protection from evil

☛ **The Receiver's Thanks**: You presented the relics to the individual below. As a reward, the NPC circled provides you with Regional access to the marked items in the Items Found box; she also grants access to one of her listed spells (circle now).

Onver^O: *baleful transposition*^{SpC}, *greater slide*^{SpC}, *insight of good fortune*^{PH2}

Rena^R: *alter fortune*^{PH2}, *close wounds*^{SpC}, *mass conviction*^{SpC}

Imbria^M: *hesitate*^{PH2}, *greater rebuke*^{SpC}, *whelm*^{PH2}

☛ **Silent Barkhide Boots**: These high boots are covered in rough, alchemically-treated tree bark. They grant a +5 Competence bonus to Climb, Hide, and Move Silently checks in forested terrain. In addition, three times per day, the wearer can cast *swift invisibility* as a 1st-level sorcerer by speaking the word 'Ehlenestra'.

The collection benefits for wearing any combination of two parts of the *raiment of the wood* grant the ability to *feather fall* at will; three parts grant the ability to *treeshape* once per day as a 3rd-level druid. This item cannot be crafted and functions only for PCs who are Devoted of the Green and White.

Price (Item Level): 5,370 gp (10th); **Body Slot**: Feet; **CL**: 3rd;

Aura: Faint; (DC 17) illusion and transmutation;

Activation: - or swift (command); **Weight**: 1 lb.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4-6:

- ❖ Bag of tricks, tan (Regional; MIC)^R
- ❖ Bracers of repulsion (Regional; MIC; limit 1)^O
- ❖ Circlet of persuasion (Regional; DMG)^M
- ❖ Dimension stride boots (Regional; MIC)^O
- ❖ Mask of lies (Adventure; MIC)^L
- ❖ Mithral shirt (Adventure; DMG)
- ❖ Quiver of Ehlonna (Regional; DMG)^R
- ❖ Ring of mind shielding (Adventure; DMG)^L
- ❖ Tomebound eye of Boccob (Regional; MIC)^O
- ❖ Universal solvent (Adventure; DMG)
- ❖ Wink brooch (Regional; MIC)^M

APL 8-12 (all of APLs 4-8 plus the following):

- ❖ +2 improved shadow mithral shirt (Adventure; DMG; 20,100 gp)^L
- ❖ Horn of plenty (Regional; MIC)^R
- ❖ Metamagic rod - reach, lesser (Regional; MIC)^O
- ❖ Ring of wizardry II (Regional; DMG)^O
- ❖ Rod of splendor (Regional; DMG)^M
- ❖ Skirmisher boots (Adventure; MIC; limit 1)
- ❖ Shirt of the fey (Regional; MIC)^R
- ❖ Sword of subtlety (Adventure; DMG)^L
- ❖ Wand bracelet (Regional; MIC)^M

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

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL