



This Record Certifies that



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____



Adventure Record#

598 CY
ADVENTURE

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

HIG8-05 – ...Thicker than Water?

A Regional Adventure set in **Highfolk**

Event: _____ Date: _____

DM: _____

Signature _____ RPGA # _____

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

• **Enhanced Taint:** Time spent on the plane of Maladomini has enhanced your extraplanar heritage. If you are *Cared by Angels* or *Kissed by Devils*, choose 1 additional celestial or infernal Taint from those listed on your certificate. Additionally, choose to enhance 1 of your previously existing Taints (those chosen prior to this AR). If you have never used a similar favor prior to this AR, choose 2 additional taints and enhance both. 1/HIG event, as a swift action (mental), you may manifest the following, based on your original Taint, with duration of 1 minute and CL 5, unless otherwise noted.

Cared by Angels – White hair: *light of Lunia* (SpC 132); Golden skin: DR 3/evil; Feathered wings: *fly*; Silver eyes: *Darkvision* 60 ft.; Smells of cinnamon: *calm emotions*

Kissed by Devils – Tiny horns: *gore attack*, 1d4 damage; Red skin: DR 3/good; Bat-like wings: *fly*; Red eyes: *raging flame* (SpC 164); Smells of brimstone: *rage*

• **Silver Blessings:** Gain Any access to the *sterling collar* (DM 103), *sacred scabbard* (MIC 183), or the *dragondodger* armor enhancement (MIC 10) (circle one). You must spend 2 TUs to travel back to Highfolk to use this.

• **Verdant Blessings:** Gain Any access to *emerald eye patch* (DM 101) or the *corrosive* weapon enhancement (MIC 31) (circle one). You must spend 2 TUs to travel back to Highfolk to use this.

• **Mask Piece:** This thin, fragile porcelain piece appears to be a portion of a broken mask and depicts the high cheekbone and elegant jaw-line of a scaly-skinned female. If you have a mask piece from HIG6-01 *Faerie Fire* or HIG7-09 *Anathema*, you find they match perfectly. The mask can be magically reassembled (*make whole*, *sovereign glue*) and radiates faint transmutation magic. Only one character may take this shard; it is added to the MIL at no cost.

• **Porcelain Mask:** This mask has been reassembled and is an exact likeness of *Releshi Elethiel-Rellen*. When worn, it transforms the wearer's appearance as a *hat of disguise*, except it is continuous and may be used to take the appearance of only *Releshi*. Only one character may take this mask, and it is added to the MIL at no cost; remove all mask pieces from the MIL.

• **Influence Point:** Highfolk Merchant's Guild

• **Favor of the Seldarine:** Influence Point with Ancestral Cope.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 4-6:

- ❖ *Armband of elusive action* (Regional; MIC)
- ❖ *Artificer's monocle* (Regional; MIC)
- ❖ *Bracers of archery, lesser* (Adventure; MIC)
- ❖ *Elemental gem, water* (Regional; DMG)
- ❖ *Horn of fog* (Regional; DMG)
- ❖ *Spelllight spectacles* (Regional; MIC)

APL 8 (all of APLs 4-6 plus the following):

- ❖ *Boots of swift passage* (Regional; MIC)
- ❖ *Brute gauntlets* (Adventure; MIC)
- ❖ *Corsair's eyepatch* (Adventure; MIC)
- ❖ *Deathguardian bracers* (Regional; MIC)
- ❖ *Nolzur's marvelous pigments* (Regional; DMG)
- ❖ *Transposer cloak* (Adventure; MIC)

APL 10 (all of APLs 4-8 plus the following):

- ❖ *+1 wounding elven thinblade* (Regional; CW & DMG; 18,400 gp)
- ❖ *Amulet of emergency healing* (Adventure; MIC)
- ❖ *Ring of mighty summons* (Regional; CM)

APL 10 (all of APLs 4-8 plus the following):

- ❖ *+1 hunting composite longbow [+4 Str]* (Adventure; MIC; 8,800 gp)
- ❖ *Ioun stone, orange prism* (Adventure; DMG)
- ❖ *Ring of spell storing* (Regional; DMG)
- ❖ *Ring of the four winds* (Adventure; MIC)
- ❖ *Strand of prayer beads* (Regional; DMG)
- ❖ *War wizard's cloak* (Adventure; MIC)
- ❖ *Witchlight reservoir* (Adventure; MIC)

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