



This Record Certifies that

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Sour Grapes*  
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 2

max 450xp; 400gp

APL 4

max 600xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

❖ **Finger Blades:** (20 gp value) These are very short razor-sharp blades that fit over the fingers. They are used to cut through purse strings of garments and grant a +1 circumstance bonus on Sleight of hand checks. They are too short to be used as effective weapons, causing only scratches at most.

❖ **Denvert's Ring of Acquisition:** This flesh colored wooden ring is virtually undetectable under normal eyes (Search DC 20). In addition, it grants the wearer +4 to sleight of hands rolls.

Feint Transmutation, CL 9<sup>th</sup>; Forge Ring, *Mage Hand*, *Telekinesis*; Price 1600 gp.

❖ **Recognition for Heroism afforded the Bober Family (Heroic recognition 5%):** This honor is bestowed upon the individual for actions of selfless heroism in saving a member of the Bober Family. This may come into play in future adventures.

❖ **Recognition as Known Arsonist in Highfolk:** The named PC is infamously known for starting fires in the Vesve Forest. NPC Druids will normally refuse to assist the PC (-15 circumstance penalty to reaction).

❖ **Denvert's Ransom:** For an additional 2 TUs, the PC has assisted in the delivery of Denvert to authorities in Dyvers. This PC will gain an additional 200 gold to be recorded in the Items Sold section as Ransom: 200 gp. This cannot allow the PC to finish the scenario with total gold above the gold piece cap for their APL.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ *Finger Blades* (Adventure, see above)
- ❖ *Denvert's Ring of Acquisition* (Adventure, see above)
- ❖ *Ring of Feather Fall* (Adventure, DMG)
- ❖ *Silversheen* (Adventure, DMG)

APL 4: (All of APL2 plus the following)

- ❖ *Pearl of Power, 1<sup>st</sup>-level* (Adventure, DMG)
- ❖ *Scarab, golembane* (Adventure, DMG)

APL 6: (All of APL2-4 plus the following)

- ❖ *Cloak of Elvenkind* (Adventure, DMG)
- ❖ *Incense of Mediation* (Adventure, DMG)

APL 8: (All of APL2-6 plus the following)

- ❖ *Brooch of Shielding* (Adventure, DMG)
- ❖ *Scroll of Glyph of Warding, Greater* (Adventure, DMG)
- ❖ *Pearl of Power, 2<sup>nd</sup>-level* (Adventure, DMG)

APL 10: (All of APL2-8 plus the following)

- ❖ *+1 Silver Guisarme* (Adventure, DMG)
- ❖ *Rod of Empower, lesser* (Adventure, DMG)

APL 12: (All of APL2-10 plus the following):

- ❖ *+1 Bane vs. Elf, Silver Guisarme* (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 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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL