



This Record Certifies that

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

Has Completed  
*The Spirit and the Hold*  
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 \_\_\_\_\_



Adventure Record#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

All adventurers playing this scenario gain free Adventurer's Standard Lifestyle. This does not have any effect on Rich or Luxury Lifestyles, and PCs must pay normal price for those choices.

☛ **Moonbow Heritage:** Anatrianna Nasilia, fellow Moonbow elf, has allowed you to take from her shipment of supplies on her way to Flameflower. You gain Regional access to the following items: *robe of blending*, *boots of striding and springing*, and *figurine of wondrous power* (serpentine owl).

☛ **Golden Sickle:** This sickle was taken from the depths of Sallow Hold. Its blade is made of pure gold, and its hilt is white-leather-wrapped wood. The sickle may be used as a weapon, with a -2 penalty to hit and damage. *Market Price:* 100gp. *Frequency:* Adventure.

☛ **Favor of House Rellen:** For completing the mission into Sallow Hold and releasing the grugach grip on Har'dro Ilharn, Ixtacious Rellen has granted you his favor. This favor may be exchanged for one Influence Point with Kashafen Tamarel, or may be used to gain Adventure access to *moonsilver shards* from *Arms & Equipment Guide*.

☛ **Enderil's Spellbook:** This leafweave covered tome contains several spells known to the old Guardian of the Spirit. They are: *Mordenkainen's buzzing bee* (from *MHB*), *ray of enfeeblement*, *scorching ray*, *touch of idiocy*, *undeniable gravity* (from *MHB*), *lightning bolt*, *slow*, *chain lightning*, and *disintegrate*. *Market Price:* 2600gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8:

- ❖ Golden Sickle (Adventure, See above)
- ❖ Enderil's Spellbook (Regional, See above)
- ❖ *Potion of cure serious wounds* (Adventure, DMG)
- ❖ *Scroll of Leomund's secure shelter* (Adventure, 7th level caster, DMG)
- ❖ *Wand of cure moderate wounds* (Adventure, 3rd level caster, DMG)
- ❖ +1 mithral breastplate (Adventure, DMG)
- ❖ Heward's handy haversack (Adventure, DMG)
- ❖ +4 cloak of Charisma (Adventure, DMG)

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

- ❖ +2 cloak of resistance (Adventure, CL 6, DMG)
- ❖ *Pearl of power (1st level)* (Adventure, DMG)
- ❖ +1 greatclub of frost (Adventure, DMG)
- ❖ +1 frost +1 quarterstaff (Adventure, DMG)

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

- ❖ +3 cloak of resistance (Adventure, DMG)
- ❖ *Scroll of globe of invulnerability* (Adventure, 11th level caster, DMG)
- ❖ *Scroll of disintegrate* (Adventure, 11th level caster, DMG)
- ❖ +2 mithral breastplate (Adventure, DMG)
- ❖ +2 heavy steel shield (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