



This Record Certifies that

Played by

Player

RPGA #

Has Completed

ESA6-04/NMR6-05 Gift of the Tempest
A Metaregional Adventure
Set in the Archbarony of Ratik

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

596 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

Favor of the Delrii Family: Besides possible uses in future scenarios the above-mentioned PC gains access to the Scarlet Corsair and Stormcaster prestige classes...

Disfavor of the Delrii Family: The Delrii family has some influence among the pirates along the eastern coast of the Flanaess.

Ancient Bottle: The PC has come into possession of a sealed ancient glass bottle which is hundreds, perhaps even thousands of years old.

Favor of Haudver: You have made friends in Haudver. This might have additional effects in future scenarios.

Disfavor of Haudver: You have made enemies in Haudver. This may prove bad in future scenarios.

Favor of House Garesteth/Torquann: This favor might have additional uses in future scenarios.

Finally you gain meta-regional access to the items marked with **, which are otherwise unavailable.

TU Starting TU

1 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

Item Access

APL 2

- Buoyant armor enhancement (Meta-region; Stormwrack)**
Cutlass (Adventure; Stormwrack)*
Oilskin suit (Adventure; Stormwrack)*
Scroll of sink (Adventure; Spell Compendium)
Scroll of wave blessing (Adventure; Stormwrack)
Sextant (Adventure; Stormwrack)*
Sharkskin armor (Adventure; Stormwrack)*
Wand of charm animal (Adventure; DMG)

APL 4 (All of APL 2 plus the following)

- Gilled armor enhancement (Meta-regional; Stormwrack)**
Masterwork sharkskin armor (Adventure; Stormwrack)*
Vest of resistance +1 (Adventure; CA)

APL 6 (All of APL 2-4 plus the following)

- Boat, folding (Meta-regional; DMG)**
Collar of obedience (Adventure; CV)

APL 8 (All of APL 2-6 plus the following)

- Brooch of shielding (Adventure; DMG)
Cloak of the manta ray (Meta-regional; DMG)**

APL 10 (All of APL 2-8 plus the following)

- Circlet of persuasion (Adventure; DMG)
Pearl of the sirines (Meta-regional; DMG)**
Ring of sustenance (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 1/2 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