



Play Notes:

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

Adventure Record#

595 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This Record Certifies that

Played by _____
Player *RPGA #*

Has Completed
Ten Minutes – Optional Encounters
A Metaregional Adventure
Set in the Principality of Naerie

Home Region _____

Event: _____ Date: _____

DM: _____
Signature *RPGA #*

APL 2

max 225 XP; 203 gp

APL 4

max 337 XP; 325 gp

APL 6

max 450 XP; 450 gp

APL 8

max 562 XP; 650 gp

APL 10

max 675 XP; 1150 gp

APL 12

max 787 XP; 1650 gp

Optional AR: The PCs only receive this AR and the associated if they play the optional encounters Encounter 11 and 12.

TU

Starting TU

1 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

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

- ❖ +1 keen scimitar (Adventure, DMG)
- ❖ gloves of dexterity +2 (Adventure, DMG)
- ❖ periapt of wisdom +2 (Adventure, DMG)

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

- ❖ javelin of lighting (Adventure, DMG)
- ❖ cloak of charisma +4 (Adventure, DMG)
- ❖ periapt of wisdom +4 (Adventure, DMG)

APL 12 (All of APLs 2-10 plus the following)

- ❖ +2 breastplate (Adventure, DMG)
- ❖ amulet of natural armor +2 (Adventure, DMG)
- ❖ ring of protection +2 (Adventure, DMG)
- ❖ wand of cure moderate wounds (Adventure, DMG)
- ❖ pearl of power (1st level) (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

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

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