



This Record Certifies that

Played by: _____
Player RPGA #

Has Completed
ESA6-04 Gift of the Tempest
A Meta-Regional Adventure
Set in the Marchland of Medegia

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 Montesser: The favor can be spent to remove one disfavor with Montesser or Shauntru. It might have additional effects in future scenarios. In addition, you can change access of 1 of the items found in this adventure into meta-regional access: _____

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

Favor of Delrii Family: Besides possible uses in future scenarios the above-mentioned PC gains access to the Scarlet Corsair and Stormcaster prestige classes, as well as the following feats: Expert Swimmer, Great Captain, Old Salt, Sailor's Balance, Sea Legs and Ship's Mage. All are from Stormwrack. You gain (meta-regional) access to all items marked with an * as well.

Favor of House Garesteth/Torquann: This favor might have additional uses in future scenarios. You also gain meta-regional access to 1 Adventure frequency item that has previously expired. Note down the AR where it came from and what item it is BEFORE the DM signs this AR: _____

Finally you gain access to the items marked with ** as noted below in the Item Access section depending on the APL at which you played this adventure.

Disfavor of Delrii Family: The Delrii family has some influence among the pirates of pirates along the east coast. As long as you have this favor, the initial attitude of any pirate in this region is one category worse, and in case of capture they demand twice the amount of gold for a ransom. It might have additional effects in future scenarios.

This player and PC CANNOT play NMR6-05 Gift of the Tempest!

TU
Starting TU

I 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 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 cutlass (Adventure; 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

GP
Starting GP

- GP
GP Spent

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

- GP
GP Spent

GP
Subtotal

GP
FINAL GP TOTAL

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value