



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____



Play Notes:

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



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

Has Completed
ESA7-05 – And All the Prince's Men
A Metaregional Adventure
Set in the principality of Naerie

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Fast Track Promotion? The Nasranite Watch is without a leader! Can you fill the shoes of Captain Belva? Email Triad at sampohaar1aa@gmail.com with details of your PC. Announcement is made at the end of 2008 when Living Greyhawk ends.

Favor of Damar Rocharion/Favor Church of Heironous: [Scratch what is not applicable.] You may use this favor to gain one-time access to one of the following: *axiomatic* or *bane* (human) weapon enchantment upgrade, *spell resistance* or *twilight* (MIC) armor enchantment upgrade or a *lesser clasp of energy protection* (fire) (MIC), a *gauntlets of the blazing arc* (MIC) or a *medal of gallantry* (MIC). You also gain meta-regional access to the items marked with **

Members of the Nasranite Watch & Brute Squads may use this favor twice if it is the favor with Damar.

Fiendish Aura: This aura grants you a +2 circumstance bonus to all charisma based checks with evil outsiders but also makes you detect as evil. This AR entry lasts until the end of 2008.

Favor of Naerie Authorities: You helped Nasranites with their little problem. This enables you to a one time re-roll when rolling "Wanted In Ahlissa" result.

Favor of Hextor: For next three adventurers, you gain the smite ability from the Destruction domain, except that you can only use it 1/adventure, the damage equals the APL of this adventure and it can also be applied to a single target of a ranged attack or spell as long as the attack deals damage and requires a to hit roll.

High Risk: The PC is considered risky to hire, and will not be hired again by the Iron League until the PC has spent a favor with the Iron League to better his reputation.

Favor of Jarak Merrow: Unless you also gained the High Risk item on this AR, this counts as a regular favor with the Jade Mask (and it can be spent to remove High Risk disfavor from another AR). In addition you gain access to the items marked with an *.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4-10

- ❖ Bag of Holding - Type II (Adventure; DMG)**
- ❖ Beetle elixir (Meta-regional; 1,350 gp; MIC)*
- ❖ Bottle of Air (Adventure; DMG)**
- ❖ Electric Eel Elixir (Meta-regional; 400 gp; MIC)*
- ❖ Elixir of flaming fists (Meta-regional; 300 gp; MIC)*
- ❖ Porcupine elixir (Meta-regional; 800 gp; MIC)*
- ❖ Rhino elixir (Meta-regional; 1,600 gp; MIC)*

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

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value