



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Daughter of Idee
A Regional Adventure
Set in The Principality of Naerie

Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 400 gp

APL 4
max 675 XP; 600 gp

APL 6
max 900 XP; 800 gp

APL 8
max 1,125 XP; 1,250 gp

- ☛ **Disfavour of House Haxx:** The PC has gained a disfavour with House Haxx.
- ☛ **Disfavour of House Arxx:** The PC has gained a disfavour with House Arxx.
- ☛ **Favour of the Idee Volunteers:** The PC has gained a favour with the Idee Volunteers
- ☛ **Disfavour of the Idee Volunteers:** The PC has gained a disfavour with the Idee Volunteers.
- ☛ **Favour of House Haxx:** The PC has gained a favour with House Haxx
- ☛ **Favour of House Arxx:** The PC has gained a favour with House Arxx
- ☛ **Influence with the Thieves Guild of Naerie:** The PC has gained one influence point with the thieves guild of Naerie.

☛ **Weapon and Armour Enhancement:** Any PC who earned a favour in this adventure may trade in favours of that type for access to a weapon or armour enhancement as outlined below.

Each disfavour of the same type raises the cost of access by one favour. For example, a PC with three disfavours of the Idee Volunteers must trade in five favours for access: two favours as outlined below, plus three additional favours to negate the three disfavours.

Two favours of House Haxx grants access to the *light fortification* armour or shield enhancement. (Frequency: any)

Two favours of House Arxx grants access to the *shock* weapon enhancement. (Frequency: any)

Two favours of the Idee Volunteers grants access to the *keen* weapon enhancement. (Frequency: any).

In all cases the PC must meet the cost for any enhancement in full.

The Naerie Triad may determine other uses for Favours in the future.

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

- ❖ *Wand of cure light wounds* (Adventure; CL 1st; DMG).

APL 4 (all of APL2 plus the following)

APL 6 (all of APLs 2-4 plus the following)

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

- ❖ *Scroll of greater invisibility* (Adventure; CL 7th; DMG).
- ❖ *Sandals of the tiger's leap*; (Adventure, CL 9th; Sword and Fist).

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