



This Record Certifies that



Play Notes:

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

Adventure Record#

**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

played by \_\_\_\_\_  
*Player* *RPGA #*

**Has Completed**  
*The Apprentice*  
**A Regional Adventure**  
**Set in the Principality of Naerie**

\_\_\_\_\_ *Home Region*

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
*Signature* *RPGA #*

**APL 2**  
*max 450 XP; 382 gp*

**APL 4**  
*max 675 XP; 575 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*

• **Winner of the Richest Archery/Melee/Unarmed Competition:** This character has received a prize at the Naerie City Richest Fair. He may use this to receive 100gp worth of free equipment from PHB/DMG after any **ONE** Naerie regional.

• **Winner of the Richest Magical Combat:** This character has received a prize from the magical competition. He may use this to receive 100gp worth of free equipment from PHB/DMG after any Naerie regional. In addition PC may scribe/learn any one limited spell (see LGCS). Wizards must pay normal cost for scribing.

• **Influence with Damar Rocharion.** PC have received an influence point with Damar Rocharion. Cross out once used.  
1: If a character is currently 'Wanted in Ahlissa', he can use this to pardon himself.  
2: Put a good word in the right ear and exchange this for the favour of any noble house in Naerie. Alternatively it can be used to remove one disfavour with a noble house in Naerie that PC currently has.  
3: Use connections to Church of Zilchus/Merchant guild & gain access to any scroll/potion or wondrous item costing 1,500 gp or less from Church of Zilchus.

• **The Calling:** The PC has been touched by the power of the gem and has received a minor gift of magic, the innate ability to cast **one spell once**. The character also suffers 2 points of permanent Wisdom drain that can only be healed with: *dispel evil, restoration, wish or limited wish*.  
PC gains one of the following spells at APL 2-4 (roll 1d6 to determine which): 1: *bleed* (CL 3); 2: *bane* (CL 3); 3: *burning hands* (CL 3); 4: *cure light wounds* (CL 3); 4: *inflict light wounds* (CL 3); 5: *summon monster II* (CL 3)  
At APL 6-10 (roll 1d6): 1: *prayer* (CL 5); 2: *displacement* (CL 5); 3: *scorching ray* (CL 3); 4: *inflict moderate wounds* (CL 5); 5: *cure moderate wounds* (CL 5); 6: *summon monster III* (CL 5).  
Using this ability counts as activating a magic item, which requires a standard action. This ability is usable **only once**. This ability does **not** allow you to enter prestige class or meta-organisation that normally requires spellcasting levels. Score through when used.

• **Gratitude of Eurynymos:** Wizard Eurynymos is grateful that you restrained Cawyr without killing him and is willing to give tutoring to potential students. After any Naerie regional, a character can use 4 TU and 400 gp to apprentice himself to Eurynymos. This grants access to Bonded Summoner (MH) prestige class (Earth only).

**ITEMS FOUND DURING THE ADVENTURE**

*Cross off all items NOT found*

**APL 2**

❖ *wand of burning hands* (Frequency: Adventure; CL 1<sup>st</sup>; DMG)

**APL 4** (all of APL2 plus the following)

❖ *wand of magic missiles* (Frequency: Adventure, CL3<sup>rd</sup>, DMG)

**APL 6** (all of APL 4 plus the following)

❖ *elixir of fire breath* (Adventure, DMG)

**APL 8** (all of APL 6 plus the following)

❖ *ring of protection +2* (Frequency: Any, DMG)

**APL 10** (all of APL 8 plus the following)

❖ *scroll of summon monster VII* (Frequency: Any, 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 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**  
*Subtotal*

\_\_\_\_\_ **GP**  
*FINAL GP TOTAL*

\_\_\_\_\_ **TU**  
*Starting TU*

\_\_\_\_\_ **TU**  
*TU Cost*

\_\_\_\_\_ **TU**  
*Added TU Costs*

\_\_\_\_\_ **TU**  
*TU REMAINING*

\_\_\_\_\_ **XP**  
*Starting XP*

\_\_\_\_\_ **XP**  
*XP lost or spent*

\_\_\_\_\_ **XP**  
*Subtotal*

\_\_\_\_\_ **XP**  
*XP Gained*

\_\_\_\_\_ **XP**  
*FINAL XP TOTAL*