



This Record Certifies that

played by _____
Player _____ RPGA # _____

Has Completed
The Prince 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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 475 gp

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

Member of the Aishiak Clan: You have married into the Aishiak Clan. This reaps benefits based on your influence as measured by your character level. After any adventure you may pay one additional TU to "return to the clan". If you do not do this at least once each year, you lose this favor. When you do, you gain access to the following (levels are cumulative):

2nd level: *elemental gem (earth)*; 4th level: *ioun stone, dusty rose prism*; 6th level: *stone of alarm*; 8th level: *amulet of natural armor +2*; 10th level: *ioun stone, dark blue rhomboid*; 12th level: *amulet of health +4*; 14th level: *stone of good luck*

Note that the above items still must be purchased for the full market value.

Favor of Kerish the Bard: You have found an ally in Kerish the Bard. She will use her network of allies to assist you. After any Naerie Regional event, you may purchase a *wand of cure light wounds*. You may also use this favor a single time to upgrade any weapon to +2 and/or add the *flaming* special ability to a weapon. When used for this purpose cross through this favor.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Banished from the County of Copperfeld: For an unwarranted assault on the person of Selnor, Seneschal of Copperfeld Keep, the bearer has been banished from the County of Copperfeld on pain of death, by order of Count Zaran Arxx of Copperfeld. PCs defying this order are likely to be arrested and executed, if recognized by the count's guard.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *pearl of power, 1st-level Spells* (Adventure, DMG)
- ❖ *wand of magic missile (3rd)* (Adventure, DMG)
- ❖ *hat of disguise* (Adventure, DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Mithral chain shirt* (Adventure, DMG)

APL 6-8 (all of APL 4 plus the following)

- ❖ *+3 chain shirt* (Adventure, DMG)
- ❖ *boots of springing and striding* (Adventure, DMG)
- ❖ *ring of protection +2* (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 _____

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

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