



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Heart of the Wood
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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 450 gp

APL 4
max 675 XP; 486 gp

APL 6
max 900 XP; 486 gp

APL 8
max 1125 XP; 486 gp

Gratitude of Falenthorpe: For saving them from the menace of Sapling Wood, you are welcome in Falenthorpe. You have free adventurer's upkeep in your next three modules starting in Barony of Foelt.

House in Falenthorpe: You have been given a house in Falenthorpe. You may use it to set up a base of operations, granting you +2 circumstance bonus to any craft or profession skill to rolls made after any Naerie regional. In addition, the house grants a 50% discount to standard upkeep during Naerie regionals. Spellcasters may designate this house as the target for spells such as word of recall.

Treachery uncovered: You have uncovered Yarrit's past. Authorities are pleased that they can remove an untrustworthy person from their work team and you gain an influence point with House Heshun.

Treachery covered up: For sparing Yarrit, he will give you a cut of his money he makes through his contacts. In game terms this translates as +2 bonus to any Profession, Craft or Sleight of Hand roll made after any Naerie Regional.

Blessing of Garnath: You have been blessed by Garnath, good-natured guardian of Sapling Wood. A character with this blessing gains a +1 circumstance bonus to Survival skill checks in modules happening in the Principality of Naerie. This blessing lasts for a year from the date marked on this AR.

Characters with druid levels may also take remains of Vylis and gain access to wood armor. Druids can wear wood armor without losing access to their spells or class features. Wood armor is a light armor, costs 15gp, gives +3 AC bonus, has maximum Dex bonus of +4 and an armor check penalty of -3, 15% arcane spell failure, and weighs 15lb. Description of this item can be found on pages 15-17 in the Arms & Equipment Guide.

Curse of Garnath: You have killed Garnath, good-natured guardian of the forest, and he has cursed you. This manifests as a -1 modifier to every skill, saving throw, attack & damage roll while in wooded areas. This effect remains effective one year from the date on this AR and can only be removed by *wish*, *limited wish* or *miracle* before that.

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2-8

- ❖ quiver of ehlonna (Adventure, DMG).
- ❖ elixir of fire breath - (Adventure, DMG).
- ❖ wood armor (Adventure, A&EG).

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

Items Sold table with columns for item name, quantity, and value

Total Value of Sold Items _____

Add 1/2 this value to your gp value

Items Bought

Items Bought table with columns for item name, quantity, and value

Total Cost of Bought Items _____

Subtract this value from your gp value

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL