



This Record Certifies that



Play Notes:

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by Player RPGA #

Has Completed
NAE6-02 First Bite
Set in The Principality of Naerie

Event: Date:
DM: Signature RPGA #

APL 2
max 450xp; 450gp

APL 4
max 675xp; 650gp

APL 6
max 900xp; 900gp

APL 8
max 1,125xp; 1,300gp

The Songbook of Shale Weisparkel: It is not currently clear what the pin markings in this text signify. It may be useful or worthless. Only time will tell.

Commander Ottolon's Influence: Interested PCs are trained in one new feat, either Distracting Attack, Hurling Charge or Powerful Charge. All these feats appear in Miniatures Handbook. Characters who are members of the Nasranite Watch Metaorganisation may chose to be trained in the Exercises of Arnd instead. This feat can be found in Dragon Magazine 317. Cross this favor off when it is used.

Influence point with House Eddri: House Eddri mages are willing to upgrade one weapon with the returning enhancement, in return for normal pay. This favor can also be used as 1 influence point with the Church of Heironeous. Cross off this favor when used for either.

Serpent Scale Mottled Chainmail: This distinctive full chainmail armor is specially made of enameled metal links of different shades of green, causing it to resemble green snakeskin. The unusual coloration grants a +2 circumstance modifier to Hide checks made in areas of dense green foliage.

Spellbook of Keln Vriss:

- APL4: 1st—enlarge person, mage armor, magic missile, magic weapon, protection from good, ray of enfeeblement, shield, sleep; 2nd—alter self, bull's strength, invisibility, mirror image, snake's swiftness.
APL6: Containing all of APL4 plus: 2nd—bear's endurance, acid arrow, see invisibility; 3rd—fireball, fly, haste, rage, sepia snake sigil.
APL8: Containing all of APL4-6 plus: 2nd—cat's grace, 3rd—heroism, 4th—animate dead, invisibility, greater, stoneskin.

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
Focusing candle (Felten Tobacco) (Regional; 100 gp; CV)
Masterwork serpent scale chainmail (Adventure; 400 gp; see above)
Small centipede poison (Adventure; 90 gp; DMG)
Wand of darkvision (Adventure; 12 charges; 1125 gp; DMG)

- APL 4 (All of APL 2 plus the following)
Arcane scroll of snake's swiftness (Adventure; 150 gp; MH)
Greatbow (Adventure; 450 gp; CW)
Medium spider venom (Adventure; 150 gp; DMG)
Spellbook of Keln Vriss (Adventure; 900 gp; PHB)
Wand of darkvision (Adventure; 25 charges; 2250 gp; DMG)

- APL 6 (All of APL 2-4 plus the following)
Giant wasp poison (Adventure; 210 gp; DMG)
Spellbook of Keln Vriss (Adventure; 1950 gp; PHB)
+1 vicious greatsword (Adventure; 8350 gp; DMG)

- APL 8 (All of APL 2-6 plus the following)
+1 human-bane vicious greatsword (Adventure; 18350 gp; DMG)
Purple worm poison (Adventure; 700 gp; DMG)
+1 serpent scale chainmail (Adventure; 1400 gp; see above)
Spellbook of Keln Vriss (Adventure; 2600 gp; PHB)
Wand of fireball (Adventure; CL 7th; 15750 gp; 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 1/2 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