



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
NAEI6-01 Temple Below
Set in The Principality of Naerie

Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #

APL 2
max 450xp; 450gp

Good standing with Berden: You helped Berden to collect mementoes so he puts a good word out about you. For a year, starting from the date marked to this AR, you gain +1 circumstance bonus to Diplomacy checks when dealing with 'Redswords'.

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

- As an interactive scenario, the following items are available for purchase:
- ❖ Anything in the PHB from table 7-3; 7-5, 7-6, and 7-8, except spells cast on you by an NPC.
 - ❖ Any potion or oil from the DMG Table 7-17 with a market price of 750 gp or less.
 - ❖ Any Scroll from the DMG Tables 7-23 & 7-24 with a market price of 750 gp or less.
 - ❖ Any +1 weapon of a type listed on Table 7-5: Weapons (small & medium sized) in the PHB. (Composite bows are limited to a +4 Strength bonus).
 - ❖ Any +1 armor or +1 shield (including barding) of a type listed on Table 7-6: Armor & Shields in the PHB.
 - ❖ You may upgrade any standard masterwork weapon (ammunition in groups of 50), armor, or shield into a +1 version of that item. Purchase these by paying the difference between the masterwork market value and the +1 market value. You may only upgrade an item to +1 if the resulting item is still considered a standard item by the MIC rules.
 - ❖ You may add alchemical silver to an existing steel weapon per the rules on page 284 in the DMG.
 - ❖ You may purchase a normal, masterwork, or +1 weapon of a type listed on Table 7-5: Weapons in the PHB made of cold iron per the costs listed in the DMG, page 284.
 - ❖ Ring of Protection +1
 - ❖ Amulet of Natural Armor +1,
 - ❖ Bracers of Armor +1,
 - ❖ Cloak of Resistance +1
 - ❖ Standard stat boost item +2

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
Subtotal

GP
FINAL GP TOTAL

Items Sold

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

Total Cost of Bought Items

Subtract this value from your gp value