



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
NAE7-04 – Unyielding  
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



Adventure Record#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 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

APL 12

max 1,575 xp; 3,300 gp

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

DM: \_\_\_\_\_

Signature

RPGA #

**The Dying Curse:** Kalched Wosel was convinced that you are member of the Scarlet Brotherhood and has cursed you in the name of Idee. Due to the curse, whenever you try to assist someone in a skill check or take the aid another action in combat, there is a 50% chance that your attempt fails. This curse can be removed by the casting of a *wish* or *miracle* spell, or meeting a condition to be resolved in the future.

**Favor of House Oedil:** This favor can be saved for the future or exchanged for a one-time access to the *bane (human)* weapon enhancement.

**Favor of the Church of Lydia:** This favor counts as one influence point with the church of Lydia.

**Favor of Kerith the Bard:** You have found an ally in Kerith the Bard. This favor can be expended as an influence point with the Bardic School of Kerith, to gain a one-time access to the *flaming* weapon enhancement, or to gain Regional access to the *Ideean War Banner*.

**Ideean War Banner:** A banner depicting the heraldry of the County of Idee. Functionally same as a *banner of good (Heroes of Battle)*, and can be mounted on a spear, lance, or similar weapon.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

❖ Ideean War Banner (Adventure; 8,000 gp; see above)

APL 4 (all of APL2 plus the following)

APL 6 (all of APLs 2-4 plus the following)

APL 8 (all of APLs 2-6 plus the following)

❖ Ballista (Adventure; 500 gp; DMG)

APL 10 (all of APLs 2-8 plus the following)

APL 12 (all of APLs 2-10 plus the following)

❖ +1 defending longsword (Adventure; 8,315 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

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

FINAL GP TOTAL