



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

## NAE8-01 Twilight Revolution

A Regional Adventure set in the Principality of N aerie



### Play Notes:

- ☐ Gained a level
- ☐ Retrained
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/resurrected
- ☐ Was reincarnated



Adventure Record#

598 CY  
ADVENTURE

LEVEL OF PLAY  
(CIRCLE ONE)

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

**Influence with the common folk:** This PC has earned \_\_\_ influence points by showing heroism and compassion.

**Favor with the Church of Osprey:** Once in any future adventure set in Gornor's Cove, you may have Nuran cast any healing spell on you for free (CL 11th).

Alternatively you may have a *raise dead* spell cast on you or someone else for half-price, including material components after any Naerie regional

If you are member of Church of Osprey, your affiliation score increases by 2 and is now \_\_\_\_.

**Favor with House Lyrthi:** Using connections to House Lyrthi, you gain access to one of the following items from MIC: *anklet of translocation*, *belt of ultimate athleticism*, *bracers of arcane freedom*, *counterstrike bracers*, *dragon mask*, *formless vest*. Once an item is bought, cross off this favor.

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

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

Signature

RPGA #

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 6

- ❖ *Anklet of translocation* (Adventure; MIC; 1,400 gp)
- ❖ *Cloak of elemental protection* (Adventure; MIC; 1,000 gp)
- ❖ *Scroll of distract assailant* (Adventure; SC; 25 gp)
- ❖ 4d6 bead from *necklace of fireballs* (Adventure; 600 gp; DMG)

#### APL 8 (all of APL 6 plus the following)

- ❖ +1 *frost longbow* (Adventure; DMG)
- ❖ +1 *full plate of spell resistance 13* (Adventure; DMG)
- ❖ 6d6 bead from *necklace of fireballs* (Adventure; 900 gp; DMG)

#### APL 10 (all of APLs 6-8 plus the following)

- ❖ +1 *bane (human) guisarme* (Adventure; DMG)
- ❖ +1 *corrosive longbow* (Adventure; MIC)
- ❖ +1 *corrosive frost longbow* (Adventure; DMG/MIC)
- ❖ +1 *corrosive rapier* (Adventure; DMG)
- ❖ *Boots of swift passage* (Adventure; MIC; 5,000 gp)
- ❖ 9d6 bead from *necklace of fireballs* (Adventure; 1200 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 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 or 2 TU

TU Cost

- TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL