



This Record Certifies that



Play Notes:

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

Adventure Record#

598 CY ADVENTURE

Character Name Classes and Levels

Player Name RPGA #

has completed

NAE8-04 Bright Sun Black Lion

A Regional Adventure set in the Principality of Naerie

Event: Date:

DM: Signature RPGA #

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

APL 12

max 1,575 XP; 3,300 gp

Envoy to Keoland: You have agreed to leave Naerie with Darvander Haxx and act as his advisor in Keoland. Please email your character information to the Triad at sampohaarlaa@gmail.com. Name of envoys are compiled to final Gazetteer.

Idee Volunteer Cell Leader: You have taken responsibilities as high-ranking Idee Volunteer leader. You gain the Great Renown bonus to your Leadership score and a +5 circumstance bonus to any check to earn gold at the end of an adventure.

Please email your character information to the Triad at sampohaarlaa@gmail.com. Names of Idee Volunteers are compiled to final Gazetteer.

Theodora: You have agreed to leave Naerie with with the ship Theodora to complete a secret mission on behalf of the prince. Please email your character information to the Triad at sampohaarlaa@gmail.com. Name of these heroes are compiled to final Gazetteer.

Knight of Ahlissa: Prince Barzhaan has granted you land and title of Knight in barony of Derevendt in return for your loyalty. You gain the bonus of Great Renown and Stronghold to your leadership score. In addition you gain a +5 circumstance bonus to any check to earn gold at the end of an adventure.

Please email your character information to the Triad at sampohaarlaa@gmail.com. Name of knights are compiled to final Gazetteer.

Ker of the Ex-Brotherhood Soldiers: For your accomplishments, you are titled "Ker", or "Brave", and made a community leader of your people in the town of

You gain a +1 bonus to your affiliation score with the Ex-Scarlet Brotherhood Soldiers. In addition you gain the Great Renown bonus to your Leadership score and a +5 circumstance bonus to any check to earn gold at the end of an adventure.

Please email your character information to the Triad at sampohaarlaa@gmail.com. Name of Ker's are compiled to final Gazetteer.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- Quaal's feather token (anchor) (Adventure, DMG)
Wand of glitterdust (Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- Boots of elvenkind (Adventure, DMG)
Cloak of elvenkind (Adventure, DMG)
Hat of disguise (Adventure, DMG)

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

- +1 keen longsword (Adventure; DMG)
+1 flaming scimitar (Adventure; DMG)
Type I necklace of fireballs (Adventure, DMG)

APL 12 (all of APLs 6-10 plus the following)

- +1 defending longsword (Adventure; DMG)
Type III necklace of fireballs (Adventure, 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

FINAL GP TOTAL

Items Sold

Table for listing items sold

Total Value of Sold Items

Add 1/2 this value to your GP value

Items Bought

Table for listing items bought

Total Cost of Bought Items

Subtract this value from your GP value