



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Ten Minutes
A Metaregional Adventure
Set in the Principality of Naerie



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

595 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 1125 XP; 1300 gp

APL 10

max 1350 XP; 2300 gp

APL 12

max 1575 XP; 3300 gp

☐ **Partial Golem Manual:** This manual is incomplete and holds not enough power to be used effectively. However, it contains the spells *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*, which may be learned as if from a spellbook. Cost 950 gp.

☐ **Rebula's Spellbook:** 0—*repair minor damage*(CA), 1st—*alarm*, *animate rope*, *erase*, *repair light damage*(CA), *Tenser's floating disk*, *unseen servant*; 2nd—*arcane lock*, *knock*, *levitate*, *locate object*, *repair moderate damage*(CA), *spider climb*; 3rd—*dispel magic*, *gentle repose*, *repair serious damage*(CA), *secret page*, *sepia snake sigil*, *sign of sealing*(CA), *shrink item*; 4th—*minor creation*, *repair critical damage*(CA), *stone shape*. Cost 2,600 gp

☐ **Puck's Gratitude:** Once per day, a PC may call upon the blessings of Wenta while lifting an empty tankard, and have it filled to the brim with high quality beer.

☐ **High Risk:** The PC is considered risky to hire, and will not be hired again by the Iron League until the PC has spent a favor with the Iron League to better his reputation.

☐ **Favor of the Iron League:** This favor can be spent for one of the following:

- As one influence point with the Jade Mask.
 - Have one weapon or armor enhanced to +2
 - One-time access to one of the following: *banded mail of luck*, *ring of mindshielding*, *rod of splendor*
 - One-time access to one of the following armor enhancements: *shadow*, *silent moves*, *slick*
- Members of the Jade Mask gain meta-regional access to these items and need not spend the favor for access.

☐ **Favor of the Nasranite Watch:** This favor can be spent for one of the following:

- As one influence point with the Nasranite Watch
 - Have one weapon or armor enhanced to +2
 - One-time access to one of the following items: *mace of terror*, *shatterspike*, *drums of panic*
 - One-time access to one of the following weapon enhancements: *axiomatic*, *shock*, *keen*
- Members of the Nasranite Watch gain meta-regional access to these items and need not spend the favor

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

- APL 8** (All of APLs 2-6 plus the following)
- ❖ *scroll of anticipate teleportation* (Adventure, CL 7, Complete Arcane)
 - ❖ *+1 shock longsword* (Adventure, DMG)
 - ❖ *+1 keen scimitar* (Adventure, DMG)

- APL 10** (All of APLs 2-8 plus the following)
- ❖ *wand of cure light wounds* (Adventure, DMG)
 - ❖ *+1 flaming burst longsword* (Adventure, DMG)
 - ❖ *javelin of lighting* (Adventure, DMG)
 - ❖ *cloak of charisma +4* (Adventure, DMG)
 - ❖ *peripat of wisdom +4* (Adventure, DMG)

- APL 12** (All of APLs 2-10 plus the following)
- ❖ *+1 seeking mighty composite longbow* (Str +3) (Adventure, DMG)
 - ❖ *+1 defending longsword* (Adventure, DMG)
 - ❖ *+1 defending dwarven waraxe* (Adventure, DMG)
 - ❖ *+1 merciful longsword* (Adventure, DMG)
 - ❖ *+1 merciful sap* (Adventure, DMG)
 - ❖ *+1 full plate with light fortification* (Adventure, DMG)
 - ❖ *+1 shadow studded leather* (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 _____

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 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