



This Record Certifies that

Played by

Player

RPGA #

Has Completed
NAE6-01 Danour
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp
(120xp; 225gp)

APL 4

max 675xp; 650gp
(180xp; 325gp)

APL 6

max 900xp; 900gp
(240xp; 450gp)

APL 8

max 1,125xp; 1,300gp
(300xp; 650gp)

APL 10

max 1,375xp; 2,300gp
(160xp; 1,150gp)

Partners in Trade: The PC has been placed in contact with the Royal Merchant's Guild. Any member of the Privateer, Navy or Royal Guild of Merchants of Aerdy meta-organisations who owns a seaworthy ship worth at least 4,000 gp may become partner in a new trade route. After any adventure set in or beginning in Naerie, the PC may roll on the following chart to determine current success:

- 1-2: Pirate activity! Spend 200 gp or lose this favor.
- 3-12: Trade route breaks even.
- 13-17: Profit: earn 100 gp.
- 18-19: Good business: earn 200 gp.
- 20: Doing very well: earn 500 gp but lose 1TU.

PC became partner on AR #

Gratitude of Stormhaven: Your deeds in Stormhaven grant you influence with the church of Procan. You gain one-time access to ONE of the following items: Ring of Four Winds (Stormwrack), Stormrider Cloak (Stormwrack), Shocking weapon enhancement, Shocking Burst weapon enhancement, Electricity Resistance armor enhancement.

The Danour: The caravel known as the *Danour* is not seaworthy and is placed in dry dock by the Ahlissan military. The PC is offered a chance to purchase control of the ship from Ahlissa. After any adventure set in Naerie, the PC may spend one TU as well as up to 1,000 gp repairing the *Danour*. After the PC has spent at least 5 TUs and 5,000 gp on repairs, the ship is considered seaworthy and can be sailed. However, once per year the PC must spend 2 TUs volunteering for the Ahlissan navy. PCs may expend a favor with an Ahlissan noble house or pay a bribe of 500 gp to avoid their voluntary service for that year.

Once seaworthy, the PC is, for all purposes, considered the owner of a 10,000 gp caravel. The caravel can be sold back to the Navy again for the amount of 5,000 gp.

Nasek's notes: These grant access to Alienist Prestige class

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Masterwork barbed dagger (Adventure; CV; 335 gp)
- ❖ Mithral chain shirt (Adventure; DMG; 1,250 gp)
- ❖ Masterwork quickblade rapier (Adventure; CV; 375 gp)

APL 4 (All of APL 2 plus the following)

- ❖ Ring of jumping (Adventure; DMG; 2,500 gp)
- ❖ +1 mithral chainshirt (Adventure; DMG; 2,250 gp)
- ❖ +1 quickblade rapier (Adventure; CV; 2,375 gp)

APL 6 (All of APL 2-4 plus the following)

- ❖ +1 barbed dagger (Adventure; CV; 2,335 gp)
- ❖ +2 bracers of armor (Adventure; DMG; 4,000 gp)

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

- ❖ +3 bracers of armor (Adventure; DMG; 4,000 gp)
- ❖ Potion of resist wnergy (Adventure; DMG; CL 11; 1,110gp)
- ❖ Ring of the ram (Adventure; DMG; 8,600gp)

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