



This Record Certifies that

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

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

**Has Completed**  
**ESA7-05 – And All the Prince's Men**  
**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#

**597 CY**  
**ADVENTURE**

**LEVEL OF PLAY**  
(CIRCLE ONE)

**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

**Fast Track Promotion?** The Nasranite Watch is without a leader! Can you fill the shoes of Captain Belva? Email Triad at sampoharalaa@gmail.com with details of your PC. Announcement is made at the end of 2008 when Living Greyhawk ends.

**Favor of Damar Rocharion/Favor Church of Heironous:** [Scratch what is not applicable.] You may use this favor to gain one-time access to one of the following: *axiomatic* or *bane* (human) weapon enchantment upgrade, *spell resistance* or *twilight* (MIC) armor enchantment upgrade or a *lesser clasp of energy protection* (fire) (MIC), a *gauntlets of the blazing arc* (MIC) or a *medal of gallantry* (MIC). You also gain meta-regional access to the items marked with \*\*

Members of the Nasranite Watch & Brute Squads may use this favor twice if it is the favor with Damar.

**Fiendish Aura:** This aura grants you a +2 circumstance bonus to all charisma based checks with evil outsiders but also makes you detect as evil. This AR entry lasts until the end of 2008.

**Favor of Naerie Authorities:** You helped Nasranites with their little problem. This enables you to a one time re-roll when rolling "Wanted In Ahlissa" result.

**Favor of Hextor:** For next three adventurers, you gain the smite ability from the Destruction domain, except that you can only use it 1/adventure, the damage equals the APL of this adventure and it can also be applied to a single target of a ranged attack or spell as long as the attack deals damage and requires a to hit roll.

**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 Jarak Merrow:** Unless you also gained the High Risk item on this AR, this counts as a regular favor with the Jade Mask (and it can be spent to remove High Risk disfavor from another AR). In addition you gain access to the items marked with an \*.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 4-10**

- ❖ Bag of Holding - Type II (Adventure; DMG)\*\*
- ❖ Beetle elixir (Meta-regional; 1,350 gp; MIC)\*
- ❖ Bottle of Air (Adventure; DMG)\*\*
- ❖ Electric Eel Elixir (Meta-regional; 400 gp; MIC)\*
- ❖ Elixir of flaming fists (Meta-regional; 300 gp; MIC)\*
- ❖ Porcupine elixir (Meta-regional; 800 gp; MIC)\*
- ❖ Rhino elixir (Meta-regional; 1,600 gp; MIC)\*

### 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 REMAINING

**XP**

Starting XP

**XP**

XP lost or spent

**XP**

Subtotal

**XP**

XP Gained

**XP**

FINAL XP TOTAL