



This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

Has Completed  
Daughter of Idee  
A Regional 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#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450 XP; 400 gp

APL 4

max 675 XP; 600 gp

APL 6

max 900 XP; 800 gp

APL 8

max 1,125 XP; 1,250 gp

☛ **Disfavour of House Haxx:** The PC has gained a disfavour with House Haxx.

☛ **Disfavour of House Arxx:** The PC has gained a disfavour with House Arxx.

☛ **Favour of the Idee Volunteers:** The PC has gained a favour with the Idee Volunteers

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☛ **Favour of House Haxx:** The PC has gained a favour with House Haxx

☛ **Favour of House Arxx:** The PC has gained a favour with House Arxx

☛ **Influence with the Thieves Guild of Naerie:** The PC has gained one influence point with the thieves guild of Naerie.

☛ **Weapon and Armour Enhancement:** Any PC who earned a favour in this adventure may trade in favours of that type for access to a weapon or armour enhancement as outlined below.

Each disfavour of the same type raises the cost of access by one favour. For example, a PC with three disfavours of the Idee Volunteers must trade in five favours for access: two favours as outlined below, plus three additional favours to negate the three disfavours.

Two favours of House Haxx grants access to the *light fortification* armour or shield enhancement. (Frequency: any)

Two favours of House Arxx grants access to the *shock* weapon enhancement. (Frequency: any)

Two favours of the Idee Volunteers grants access to the *keen* weapon enhancement. (Frequency: any).

In all cases the PC must meet the cost for any enhancement in full.

The Naerie Triad may determine other uses for Favours in the future.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

❖ *Wand of cure light wounds* (Adventure; CL 1<sup>st</sup>; DMG).

#### APL 4 (all of APL2 plus the following)

#### APL 6 (all of APLs 2-4 plus the following)

#### APL 8 (all of APLs 2-6 plus the following)

❖ *Scroll of greater invisibility* (Adventure; CL 7<sup>th</sup>; DMG).

❖ *Sandals of the tiger's leap*; (Adventure, CL 9<sup>th</sup>; Sword and Fist).

### 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

I 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