



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

## NAE8-02 Lay Down Your Burdens

A Regional Adventure set in the **Principality of Naerie**



### Play Notes:

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



Adventure Record#

**598 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

**APL 12**

max 1,575 XP; 3,300 gp

**Redcap Tooth:** When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6<sup>th</sup>; cannot be made; Price 1,000 gp.

**Favor of Benrad Lyrthi:** 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).

Members of the Idee Volunteers, Nasranite Watch, Church of Bralm/Lleryg & Army of Naerie may use this favor twice. This favor also increases their affiliation score by +2 and it's now \_\_\_\_

**Favor of the Prince:** For bringing Reshes Fren to Ahlissans, you may re-use any one favor you have gained and already used, provided it was gained in an adventure taking place in Naerie.

**Hobgoblin cohort:** You now have access to Hobgoblin cohort along with a license to keep it. This cohort can adventure freely in Naerie but it is advisable elsewhere to ask your DM if it suits the adventure.

**Helped Fren to escape:** You helped Reshes Fren to escape from Ahlissans. This grants access to one of the following: upgrade *axiomatic* weapon enchantment, Heroic Destiny (RD), Law Devotion (CC) or Magic Devotion (CC).

In addition this increases your affiliation points by +2. Your affiliation score is now \_\_\_\_

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 4-8

- ❖ Anklets of translocation (Adventure; MIC; 1,400 gp)
- ❖ Healing belt (Adventure; MIC; 750 gp)
- ❖ Redcap tooth (Adventure; CL 6<sup>th</sup>; See above; 1,000 gp)

#### APL 10 (all of APL 4 plus the following)

- ❖ +1 vicious bastard sword (Adventure; DMG)
- ❖ Oil of greater magic weapon +2 (Adventure; DMG)
- ❖ Potion of barkskin +4 (Adventure, DMG)

#### APL 12 (all of APLs 4-10 plus the following)

- ❖ Belt: monk's (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 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