



This Record Certifies that

Played by

Player

RPGA #

Has Completed

ESA6-04/NMR6-05 Gift of the Tempest
A Metaregional Adventure
Set in the Archbarony of Ratik



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

Home Region

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Favor of the Delrii Family:** Besides possible uses in future scenarios the above-mentioned PC gains access to the Scarlet Corsair and Stormcaster prestige classes, as well as the following feats: Expert Swimmer, Great Captain, Old Salt, Sailor's Balance, Sea Legs and Ship's Mage. All are from Stormwrack. You also gain meta-regional access to all items marked with an *, which are otherwise unavailable.

☛ **Disfavor of the Delrii Family:** The Delrii family has some influence among the pirates along the eastern coast of the Flanaess. As long as you have this favor, the initial attitude of any pirate in this region is one category worse, and in case of capture they demand twice the amount of gold for a ransom. It might have additional effects in future scenarios.

☛ **Ancient Bottle:** The PC has come into possession of a sealed ancient glass bottle which is hundreds, perhaps even thousands of years old. This item is unique – if more than one PC at a table has it listed, have them roll a d20 (reroll ties) and the highest result is the possessor.

☛ **Favor of Haudver:** You have made friends in Haudver. This might have additional effects in future scenarios. In addition, you can change access of 1 of the items found in this adventure into meta-regional access: _____.

☛ **Disfavor of Haudver:** You have made enemies in Haudver. This may prove bad in future scenarios.

☛ **Favor of House Garesth/Torquann:** This favor might have additional uses in future scenarios. You also gain meta-regional access to 1 Adventure frequency item that has previously expired. Note down the AR where it came from and what item it is BEFORE the DM signs this AR: _____.

Finally you gain meta-regional access to the items marked with **, which are otherwise unavailable.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

Item Access

APL 2

- ❖ Buoyant armor enhancement (Meta-region; Stormwrack)**
- ❖ Cutlass (Adventure; Stormwrack)*
- ❖ Oilskin suit (Adventure; Stormwrack)*
- ❖ Scroll of sink (Adventure; Spell Compendium)
- ❖ Scroll of wave blessing (Adventure; Stormwrack)
- ❖ Sextant (Adventure; Stormwrack)*
- ❖ Sharkskin armor (Adventure; Stormwrack)*
- ❖ Wand of charm animal (Adventure; DMG)

APL 4 (All of APL 2 plus the following)

- ❖ Gilled armor enhancement (Meta-regional; Stormwrack)**
- ❖ Masterwork sharkskin armor (Adventure; Stormwrack)*
- ❖ Vest of resistance +1 (Adventure; CA)

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

- ❖ Boat, folding (Meta-regional; DMG)**
- ❖ Collar of obedience (Adventure; CV)

APL 8 (All of APL 2-6 plus the following)

- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Cloak of the manta ray (Meta-regional; DMG)**

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

- ❖ Circlet of persuasion (Adventure; DMG)
- ❖ Pearl of the sirines (Meta-regional; DMG)**
- ❖ Ring of sustenance (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 Item

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 Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL