



This Record Certifies that

played by _____
Player _____ RPGA # _____

Has Completed
The Apprentice
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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 382 gp

APL 4

max 675 XP; 575 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

• **Winner of the Richfest Archery/Melee/Unarmed Competition:** This character has received a prize at the Naerie City Richfest Fair. He may use this to receive 100gp worth of free equipment from PHB/DMG after any **ONE** Naerie regional.

• **Winner of the Richfest Magical Combat:** This character has received a prize from the magical competition. He may use this to receive 100gp worth of free equipment from PHB/DMG after any Naerie regional. In addition PC may scribe/learn any one limited spell (see LGCS). Wizards must pay normal cost for scribing.

• **Influence with Damar Rocharion.** PC have received an influence point with Damar Rocharion. Cross out once used.
1: If a character is currently 'Wanted in Ahlissa', he can use this to pardon himself.

2: Put a good word in the right ear and exchange this for the favour of any noble house in Naerie. Alternatively it can be used to remove one disfavour with a noble house in Naerie that PC currently has.

3: Use connections to Church of Zilchus/Merchant guild & gain access to any scroll/potion or wondrous item costing 1,500 gp or less from Church of Zilchus.

• **The Calling:** The PC has been touched by the power of the gem and has received a minor gift of magic, the innate ability to cast **one spell once**. The character also suffers 2 points of permanent Wisdom drain that can only be healed with: *dispel evil*, *restoration*, *wish* or *limited wish*.

PC gains one of the following spells at APL 2-4 (roll 1d6 to determine which): 1: *bless* (CL 3); 2: *bane* (CL 3); 3: *burning hands* (CL 3); 4: *cure light wounds* (CL 3); 4: *inflict light wounds* (CL 3); 5: *summon monster II* (CL 3)

At APL 6-10 (roll 1d6): 1: *prayer* (CL 5); 2: *displacement* (CL 5); 3: *scorching ray* (CL 3); 4: *inflict moderate wounds* (CL 5); 5: *cure moderate wounds* (CL 5); 6: *summon monster III* (CL 5).

Using this ability counts as activating a magic item, which requires a standard action. This ability is usable **only once**. This ability does **not** allow you to enter prestige class or meta-organisation that normally requires spellcasting levels. Score through when used.

• **Gratitude of Eurynymos:** Wizard Eurynymos is grateful that you restrained Cawyr without killing him and is willing to give tutoring to potential students. After any Naerie regional, a character can use 4 TU and 400 gp to apprentice himself to Eurynymos. This grants access to Bonded Summoner (MH) prestige class (Earth only).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ *wand of burning hands* (Frequency: Adventure; CL 1st; DMG)

APL 4 (all of APL2 plus the following)

❖ *wand of magic missiles* (Frequency: Adventure; CL 3rd; DMG)

APL 6 (all of APL 4 plus the following)

❖ *elixir of fire breath* (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

❖ *ring of protection +2* (Frequency: Any, DMG)

APL 10 (all of APL 8 plus the following)

❖ *scroll of summon monster VII* (Frequency: Any, 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 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