



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
NAE7-04 – Demon Wishing
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 _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

Arcanist's spellbook:

APL 6+: 0—acid splash, detect magic, prestidigitation; 1st—color spray, grease, hail of stone (SC), obscuring mist, ray of enfeeblement, shield, slide (SC), 2nd—false life, glitterdust, summon monster II, web; 3rd—dispel magic, summon monster III.

APL 8+: 3rd—haste, stinking cloud; 4th—Evard's black tentacles, summon monster IV.

APL 10+: 4th—greater invisibility, stoneskin; 5th—cone of cold, summon monster V.

Enmity of the Idee Volunteers: This counts as a disfavor with them.

Favor of the Army/Church of Heironeous/Idee Volunteers: You gain access to one of the following feats and items: *badge of valor* (CV), *chaos devotion* (Idee Volunteers only), *law devotion* (Army/church only)

Alternatively, you may learn one of the following spells: *curse of impending blades* (SC), *golden barding* (SC), *surefoot* (SC).

In addition you may enchant one weapon with the *anarchic* (Idee Volunteers), *axiomatic* (Army), *bane* (evil outsiders), *vicious* (any faction) or *holy* (Church of Heironeous) weapon enchantment, paying the normal costs.

Niruc, local hero of Greenrock: Niruc is an honorable rank. This PC gains +2 bonus to Diplomacy, Gather Information and Bluff checks in the village of Greenrock. You also gains free standard upkeep in modules set in Ingmalt. If the PC already has this favor, this benefit increases to include the barony of Ingmalt. You may also use this favor to increase your rank in any affiliation by +1 (+3 if you have greater favor). In addition, PC may choose 1 influence point with either House Haxx or Oedil (cross off that which does not apply).

Suloise blade of thunder: In the hands of anyone other than a pureblooded Suel (requiring said feat), this sword acts as +1 longsword. In the hands of a pureblood Suel this sword becomes a +1 thundering longsword. This weapon may be enhanced with *bane* (evil outsiders) or *axiomatic* weapon enchantment at half price.

Friends in High Places: Cross off the house that does not apply:

Haxx: This impressive display gives you a +1 to any affiliation score.

Oedil: This counts as 1 point with House Oedil.

Affiliation score: Affiliation score in _____ is now ____

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Arcanist's spellbook (Regional; 1,200 gp; see above)
- ❖ Papyrus of deception (Adventure; 2,000gp; CV)
- ❖ Suloise blade of thunder (Regional; 8,350gp; see above)

APL 8 (all of APL6 plus the following)

- ❖ Arcanist's spellbook (Regional; 1,900 gp; see above)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Arcanist's spellbook (Regional; 2,800 gp; see above)
- ❖ Ring of force shield (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ Elemental gem (fire) (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

2 or 4 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