



## This Record Certifies that

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

Player

RPGA #

**Has Completed**  
**ESA6-05 A Point of View**  
**A Meta-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#

**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

**Pardon of the Prince:** You are no longer wanted in Ahlissa for whatever crimes you might have committed previously (future crimes affect your status normally).

**Betrayed!** You are now wanted in Ahlissa for sabotage and association with evil forces, penalty for which is death.

**Favor of Derwin Proudfoot:** By spending 2 additional TU after any one future meta-regional scenario set in the Splintered Suns or a regional set in Naerie and Sunndi, you henceforward gain a +1 circumstance bonus to Gather Information and Knowledge (local: the Splintered Suns) while in the Principality of Naerie or Sunndi. A disfavor with the Iron Band smuggling cartel removes this benefit.

**Atonement:** Matron Nelrana has cast *atonement* on you free of charge when you accepted Stern Alia as your new deity.

**Prisoner escaped:** You have helped a dark agent escape from prison. This might have consequences in the future.

**Prisoner did not escape:** You prevented an evil man escaping. This grants a +2 bonus to Diplomacy checks with Naerie officials for 1 calendar year starting from the date this adventure was played.

**Favor of Benrad Lyrthi:** You may use this favor in one of the following ways (cross off when used):

\_\_Learn any Core access arcane spell of 3<sup>rd</sup> level or lower for free.

\_\_Upgrade any *cloak/vest of resistance* or weapon/armor with an additional +1 bonus, paying the normal cost.

\_\_One-time access to *banner of law* (HB) (Ahlissan coat of arms). This banner can be attached to a long spear, spear or lance.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Alchemical tooth (Adventure; CV)<sup>K</sup>
- ❖ Felten tobacco (works as focusing candle) (Meta-regional; CV)
- ❖ Oil of taggit (Adventure; DMG; max 5 doses per PC)
- ❖ Periscope (Adventure; A&EG)<sup>A</sup>
- ❖ Scroll of lesser planar ally (Adventure; DMG)<sup>K</sup>
- ❖ Scryer's kit (Adventure; A&EG)<sup>A</sup>
- ❖ Wand of detect secret doors (Adventure; DMG)<sup>A</sup>

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

- ❖ Scroll of planar ally (Adventure; DMG)<sup>K</sup>

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

- ❖ Wand of hold person (Adventure; DMG)<sup>A</sup>

A = owned by Ahlissan soldiers; K = owned by Kal.

### 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