



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
Return to Gefjon  
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#

595 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450 XP; 414 gp

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1125 XP; 1202 gp

☛ **Favor of Fregn:** Fregn has given you a letter of recommendation. It gives an influence point or favour with the Church of Osprem, Xerbo, Procan or the Velaeri.

☛ **Documents of Ashrou Ner:** For bringing documents to the authorities to be used against the Scarlet Brotherhood, you have received a favor with House Haxx/Arxx. Cross off the one that does not apply.

☛ **Kuo-Toa statue:** You own a Kuo-Toa statue and can use it as a house decoration/doorstop. You can also sell it on the black market after any Naerie regional by spending 1TU to find a buyer (you don't have to pay upkeep for this TU). Make a Profession (Merchant) or (Smuggler) check and multiply the result by 10. This is how much you get: Sold in AR: \_\_\_\_ For: \_\_\_\_ gold pieces.  
DM signature: \_\_\_\_\_

☛ **Krusxha:** You have helped the Sahuagin in their fight against the Kuo-Toa. This may prove useful in the future.

☛ **Krenshar:** You have the opportunity to befriend a krenshar and train it. Doing so costs 1 TU and allows you to take the krenshar along on adventures according to normal rules for trained animals (despite their intelligence). In addition, if you have the Improved Familiar feat, 3+ caster levels and a BAB of +3 or more, you can take it as a familiar (see the *Complete Warrior*). As a special exception, a druid or ranger can opt to take it as an animal companion in which case it is available for druids of 4th level or higher as per the standard animal companion rules.

☛ **Favor of Breddol:** Breddol is willing to give you personal tutoring after any Naerie regional. This will cost 2 extra time units if you choose to take it but from now on you gain +2 circumstance bonus to Knowledge (history) checks while in Principality of Naerie.

☛ **Wanted in Naerie:** You are now wanted in Naerie. This follows rules for normal 'Wanted in Ahlissa' expect it only functions while in Naerie and cannot be removed.

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

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

##### APL 2

- ❖ Quaal's feather token (whip) (Adventure, DMG)
- ❖ pearl of power 1<sup>st</sup> level (Adventure, DMG)
- ❖ Dire pick (Regional, CW)
- ❖ Scourge (Regional, CW)
- ❖ Masterwork elven thinblade (Regional, CW)
- ❖ Blowgun, greater (Regional, CW)
- ❖ 10 darts (Regional, CW)
- ❖ Bolas, barbed (Regional, CW)
- ❖ Boomerang (Regional, CW)
- ❖ Masterwork Kuo-Toa pincer staff (310gp, Regional, MM)

##### APL 4 (All of APL 2 plus the following)

- ❖ potion of haste (Adventure, CL 5th, DMG)
- ❖ gauntlets of ogre power (Adventure, DMG).

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

- ❖ hand of the mage (Adventure, DMG)

##### APL 8 (All of APLs 2-6)

#### 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