



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Under the Raven's Wing
An Introductory 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; 450 gp

This event can only
be played by 1st level
characters

☛ **The Gratitude of Falrik Solan:** Falrik is profoundly grateful for you rescuing his son, and will arrange for you to have good accommodation throughout Naerie for some time. On your next 3 adventures in Naerie, you receive Standard Upkeep for free.

☛ **The Respect of the Authorities:** The authorities are pleased with your assistance in capturing some Idee Volunteers, and will overlook trouble you might find yourself in. You can use this favour at any time to cancel a single disfavour with any faction related to the authorities.

☛ **The Hatred of the Idee Volunteers:** You have directly caused the death and capture of numerous Idee Volunteers, and they have learned of your involvement. All Idee Volunteers you meet begin with an Unfriendly attitude towards you.

☛ **The Favour of the Idee Volunteers (Rishmar Cell):** You have kept the secrets of the Rishmar Cell of the Idee Volunteers, despite stumbling upon them. In gratitude, they will assist you in the future. You may use this favour once, in a future Naerie regional module, to receive a +5 bonus on any Knowledge (Local) roll or Gather Information roll.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

As an Introductory scenario, the following items are available for purchase.

- ❖ All items from the *Player's Handbook*, tables 7-3, 7-5, 7-6, 7-8, and 7-9 with the exception of spells.
- ❖ Any potion or oil from the *Dungeon Master's Guide* table 7-17 valued at 500 gp or under.
- ❖ Any scroll from the *Dungeon Master's Guide* tables 7-23 and 7-24 valued at 500 gp or under.
- ❖ Any +1 weapon or armor of a type listed in the *Player's Handbook*.
- ❖ You may upgrade any standard Masterwork Weapon, Armor or Shield into a +1 version of that item. You do this by paying the difference between the masterwork market value and the +1 market value. You may only upgrade an item into a +1 item that you have access to purchase. Refer to Chapter 7 of the *Living Greyhawk Campaign Sourcebook* for more information.
- ❖ You may add alchemical silver to an existing steel weapon per the rules in the *Dungeon Master's Guide*, page 284.
- ❖ You may purchase a normal, masterwork, or +1 weapon of a type listed on Table 7-5: Weapons in the *Player's Handbook* made of cold iron per the costs listed in the *Dungeon Master's Guide*, page 284.
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armour
- ❖ +1 Bracers of Armour
- ❖ +1 Cloak of Resistance

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