



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
NYR7-07- In Faith for Entrell
(Calinnes se Entrell)

A one-round regional adventure set in the Kingdom of
Nyronnd



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#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 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

☛ **A Star-Friend of the Elves:** As such you have access to the Ruathar prestige class but must meet all requirements for that class. When you become a Ruathar you are bestowed a gift to aid in your travels. This gift may be any one of the following: *boots of elvenkind*; *cloak of elvenkind*; *elven chain*; *+1 rapier*, *longsword*, OR *composite longbow* (max. Str bonus +4). AR# Ruathar level taken: _____; Gift chosen: _____ (MIL# _____)

☛ **A Learner Amongst the Elves:** Having performed a valuable service for the Guardians of the Seal, you are able to study their history. By spending an extra 10 TUs at the Entrell Estates and spending this favor, the PC has qualified to take levels in the Duskblade base class. AR Used: _____

☛ **Favor of the Entrell Estates:** granted for the valuable service you have performed. Their high priest, Selevain, grants you access to ONE item or upgrade of armor, weapons or equipment. Only one item OR upgrade designated with a "*" below. You must still pay the full cost or difference in market value for the item or upgrade. You must have this favor to access the marked items/upgrades. Item chosen: _____ AR# _____

☛ **Contemplative of Corellon Larethian:** A paladin or cleric of Corellon Larethian who scored 6+ in the Testing is granted access to the contemplative (Corellon) prestige class.

☛ **Favored of Corellon Larethian:** His blessing provides the following: [] 6 x *+1 shocking arrows* (+1d6 electrical damage; 0 gp each) usable only by a PC that scored eight 8 or better during the Testing. Once used they are not replaced; [] *+1 sacred bonus* to ranged attacks made with a bow against orcs and drow for 12 months from the date on this AR (usable only by a PC who scored 6 or better during the Testing).

☛ **Participated in the Testing:** You have participated in the Testing while standing in the Footsteps of Corellon. This favor may come into play in a future adventure. Record your score from firing the arrow: _____

☛ **Planar Fork:** You have recovered a *planar fork* tuned to Ysgard. Though you have surrendered it to Alelis to prepare for the journey, the item returns to your possession once you have recovered Fisanuhesti ile Tahnis. (Adventure, PHB; 500 gp)

☛ **A New Elven Name:** The elves refer to you by a new name to convey their gratitude and trust. The PC has the option to choose a name by which all elves will refer to him/her in the future. The player may reference *Races of the Wild* to assist in choosing the new name. If the PC does not choose a name the elves will refer to him/her as Ael'tharesti [knightly elf-friend] or Tia'tharesti [mage elf-friend]. Elven name: _____

TU

Starting TU

O 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 (Items marked ** require the Favor of the Entrell Estates or are not available to this PC.)

APL 2

- ❖ *Clasp of energy protection* (fire), least (Adventure; MIC:24; 500 gp)
- ❖ ***Heartening shield ability* (Regional; MIC:12; +2,000 gp)
- ❖ ***Silver badge of Larethian* (Regional; CC:134; 350 gp)

APL 4 (all of APL2 plus the following)

- ❖ ***Gauntlets of war* (Regional; CC:139; 4,000 gp)
- ❖ ***Twilight armor ability* (Regional; MIC:14; +1 bonus)

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

- ❖ *Boots of striding and springing* (Adventure; DMG)
- ❖ ***Bracers of divine luck* (Regional; CC:138; 8,000 gp)
- ❖ ***Healing armor ability* (Regional; MIC:12; +8,000 gp)

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

- ❖ ***Quiver of elvenkind* (Regional; CC:144; 8,000 gp)
- ❖ *Skirmisher boots* (Adventure; MIC:136; 3,200 gp)

APL 10 (all of APLs 2-8 plus the following)

- ❖ ***Bow of elvenkind* (Regional; CC:137; 14,700 gp)
- ❖ *Stormstrider boots* (Adventure; CM:134; 18,000 gp)

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