



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

NAE8-03 Seneschal of Idee

A Regional Adventure set in the Principality of Naerie



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____



Adventure Record#

598 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

APL 12

max 1,575 XP; 3,300 gp

Favor of Selnor: Selnor Gilmane is a very good speaker and has many contacts. You made use this favor for a one-time bonus of five affiliation points in one Naerie meta-organization of which you are a member. Alternatively it can be used to remove one Wanted in Ahlissa result. Cross out after use.

Favor of House Arxx/Haxx: You have exposed Selnor Gilmane as an agent of the Scarlet Brotherhood. You gain a favor with House Arxx or Haxx (cross off which does not apply).

Lycanthropy: You have contracted a Lycanthropy (Werewolf). This follows rules laid out in LGCS

Children in Aishiak Clan: You have a child named _____ in Aishiak Clan.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of invisibility (Adventure; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ Wand of magic missile (Adventure; CL 3; DMG)

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

- ❖ Wand of magic missile (Adventure; CL 5; DMG)

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

APL 10-12 (all of APLs 2-8 plus the following)

- ❖ Magic item (Frequency; source)
- ❖ Bead of force (Adventure; DMG)
- ❖ Hand of glory (Regional; DMG)
- ❖ Keoghtom's ointment (Regional; DMG)
- ❖ Wand of lightning bolt (40 charges) (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

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL