



This Record Certifies that

Character _____ Class/Lvl _____
Played by _____ Player _____ RPGA # _____

Has Completed

NMR7-04 – Signs & Portents
A one-round Nyrond and her Environs Metaregional
Adventure set in the Duchy of Urnst



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

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

APL 14
max 1,800 XP; 6,600 gp

☛ **Blessing of the Imprisoned:** An ancient, imprisoned entity, has, granted you a boon. Over the next year, you are able to use the Death Domain ability of death touch 3 times. By using this gift, you are accepting the temporary influence of the entity in your life, something that you sense will create a barrier between you and the known deities. Once you use this gift, you are cut off from the deities, beneficial divine spells do not work on you, nor do items delivering those beneficial spells & classes gaining abilities from a known deity lose access to those abilities. This 'blessing' will fade within one calendar year from the date on this AR. Alternatively, it (and the entity's connection to you) can be removed with a successful casting of *greater dispelling* or *dispel evil* against a caster level of 24. Once you have you used the gift, only an *atonement* will restore your standing with the known deities. You may only use this boon 3 times. Have your DM initial each use of the gifted boon and the *atonement* below, or cross this 'blessing' off if it is dispelled, or once it has faded.

USES: ☐ _____ ☐ _____ ☐ _____ ATONEMENT ☐ _____
DM DM DM DM

☛ **Tainted:** For using the boon granted by the entity, you suffer the penalties described in the Blessing of the Imprisoned until you seek an *atonement*. ATONEMENT GRANTED: Date _____ DM _____

☛ **Gratitude of Edmar Grek:** In gratitude for rescuing him, Edmar will use his connections to help you. This counts as a favor of House Grek and can also be expended to obtain either the flaming or undead bane upgrade to a single weapon.

☛ **Holryn Verana's Traveling Spellbook:** contains several unusual spells that Holryn had planned to scribe into his main spellbook when he had the time. Obviously, he never did: *launch item*^{SC}, *mountain stance*^{SC}, *ruin delver's fortune*^{SC}, *seeking ray*^{PH2} (Adventure; 425gp)

☛ **Minor Enmity of the Rogues of Seltaren:** This PC has irritated the rogues of Seltaren and receives this suffering a -2 penalty to Diplomacy and Bluff checks with the criminals and lower class citizens of Seltaren, as well as a -4 penalty on all Gather Information checks within Lower Seltaren.

☛ **Archives of the Temple of Lydia:** In these archives, the PC has uncovered the prayers for several unusual spells from the: *amenuesis*^{SC}, *angelskin*^{SC}, *battle hymn*^{SC}, *body harmonic*^{SC}, *g'elsewhere chant*^{SC}, *invest light protection*^{PH2}, *invest moderate protection*^{PH2}, *invest heavy protection*^{PH2}, *songbird*^{SC}, *zone of revelation*^{SC}. PCs with this favor gain regional access to items marked with an ^L.

☛ **Enmity of House Verana:** The PC has earned the enmity of house Verana.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 (all of APL2 plus the following)

❖ +1 bane (only evil outsider OR magical beasts) arrows (Adventure; DMG; 161gp ea.)

❖ *Scroll of ray of flame (Adventure; SpC:167; 25gp)

❖ *Scroll of ray of ice (Adventure; SpC:167; 150gp)

❖ *Scroll of warning shout (Adventure; SpC:236; 50gp)

❖ *Quaal's feather token: tree (Adventure; DMG 100gp)

❖ ^LScroll of restoration (Any; DMG; 800gp)

❖ Wand of lesser orb of fire (20 charges; CL 3) (Adventure; SpC:151; 2,250gp)

❖ Surcoat of valor (Adventure; MIC:139; 4,000gp)

❖ Hexbands (Adventure; MIC:112; 3,100gp)

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

❖ Hat of disguise (Adventure; DMG; 1,800gp)

❖ Scroll of righteous fury (Adventure; SpC:177; 375gp)

❖ Wand of lesser orb of fire (20 charges; CL 5) (Adventure; SpC:151; 3,750gp)

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

❖ *Boots of big stepping (Adventure; MIC:76-77; 6,000gp)

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

❖ +1 flaming longsword (Adventure; DMG; 8,315gp)

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

❖ +1 flaming greatsword (Adventure; DMG; 8,350gp)

APL 14 (all of APLs 2-12 plus the following)

❖ +1 flaming greatsword (Adventure; DMG; 8,350gp)

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 Item _____

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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL