



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

NYR7-03— Requiem to Maglubiyet

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



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

☛ **Favor of Kelwyn:** You have performed a valuable service for Kelwyn by finding the map. When the PC exercises this favor, Kelwyn will have his contacts with the Church of Zilchus add *merciful* to any magic weapon. This favor counts only as access and the PC must pay the difference in market value for the upgrade. Until this favor is expended, the character is deemed to have an Influence Point with Kelwyn.

☛ **Thanks of Priestess Selisa:** For returning the bodies of the missing children and solving the mystery, Priestess Selisa Sunboar, of the Church of Pelor, has arranged to teach you the spell *close wounds* (if you are capable of learning it). Furthermore, she has arranged to grant you access (Regional), through the church, to *wands of cure minor wounds* and *cure light wounds* with the Reach spell feat upon them as well.

☛ **Map to a Hidden Temple:** Your diligence and quick thinking led you to copy down an accurate representation of a map to a hidden temple in the Gnatmarsh. Who knows, it might just turn out to be real.

☛ **Thanks of Corvus/Wilderness Alliance:** If you were contacted by Corvus or the Wilderness Alliance and successfully brought either or both the breeding information from the tomb's walls, you have their thanks. Circle the appropriate name above (and it can be both).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of cure minor wounds, reach (CL 3) (Regional; CD; 4,500 gp)
- ❖ Wand of cure light wounds, reach (CL 5) (Regional; CD; 11,250 gp)

APL 4 (all of APL2 plus the following)

- ❖ Slippers of spider climbing (Adventure; DMG; 4,800 gp)

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

- ❖ Cloak of the manta ray (Adventure; DMG; 7,200 gp)

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

- ❖ +2 elven chain of silent moves (Adventure; DMG; 11,850 gp)
- ❖ Ioun stone, pink rhomboid (Adventure; DMG; 8,000 gp)

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

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