



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
NYR7-06—The Forgotten Temple of
Shumhanrhu

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



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

☛ **Black Water Curse** – By drinking the Black Waters of Tharizdun, you have been cursed by the Dark God. Your skin is jet-black, your eyes are milky white and the mark of Tharizdun is tattooed upon your forehead in silver. This curse cannot be removed by any known means. You now have:

Light Blindness: (For PCs with darkvision or low-light Vision) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds you for 1 round. On subsequent rounds, you are dazzled as long as you remain in the affected area.

Light Sensitivity: (For PCs with normal vision) You are dazzled in bright sunlight or within the radius of a daylight spell.

☛ **Favor of Kelwyn:** You have performed a valuable service for Kelwyn by killing Kajabor. When the PC exercises this favor, Kelwyn will have his extensive mercantile contacts locate any one Regional-access item that the player has access to at the time this favor is used. Kelwyn will arrange a one-time 10% discount off the normal purchase price of the item. Cross this favor off when used. Until this favor is expended, the PC is deemed to have an Influence Point with Kelwyn.

☛ **Blood Amulet of Kajabor:** By defeating Kajabor, you have acquired his blood amulet. Made of obsidian and shaped like a circle, it has a glass compartment with a deep red liquid. Containing his diabolical blood, the amulet allows Kajabor to regenerate slowly back to life. It detects as transmutation magic and as strong evil. Possessing this amulet will cause the PC to detect as evil. It may be useful in further adventures.

☛ **Seedie's Mosquito Goo:** When applied to exposed skin, this foul-smelling, sticky green paste repels mosquitoes of all types. One dose lasts 24 hours, but is easily washed off by a dip in the horse's water trough, a good hard rain, or a thorough dousing with wine. 5 doses per pouch. Expires one year after purchase.

Prerequisites: Craft (alchemy) +10, exotic plants found only in the Gnatmarsh.

Market Price: 1 gp per pouch.

☛ **Fork of Shadows:** This dark black tuning fork gives off no sound when struck, but the black material does seem to shift and twist in the users hand. This object is in fact a planar fork attuned to the Plane of Shadows.

Market Price: 500 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2

- ❖ Fork of shadows (Adventure; See above)
- ❖ Mithral shirt (Adventure; DMG)
- ❖ Potion of restoration (Adventure; DMG)
- ❖ Seedie's mosquito goo (Adventure; See above)
- ❖ Stone salve (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Fiendslayer crystal, least (Adventure; MIC)

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

- ❖ +1 mithral shirt (Adventure, DMG)
- ❖ Bead of force (Adventure, DMG)
- ❖ Vest of escape (Adventure; DMG)

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

- ❖ +2 mithral shirt (Adventure, DMG)
- ❖ Fiendslayer crystal, lesser (Adventure; MIC)

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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL