



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

NYR8-04— The Battle for Claw Point
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#

598 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp
OR max. 570 XP; 675 gp

APL 4

max 675 XP; 650 gp
OR max. 885 XP; 975 gp

APL 6

max 900 XP; 900 gp
OR max. 1170 XP; 1,250 gp

APL 8

max 1,125 XP; 1,300 gp
OR max. 1,455 XP; 1,950 gp

APL 10

max 1,350 XP; 2,300 gp
OR max. 1,740 XP; 3,450 gp

APL 12

max 1,575 XP; 3,300 gp
OR max. 2,055 XP; 4,950 gp

☛ **Cut off the Head of the Cult of Nerull:** You have ended the threat of the cult of Nerull in Nyrond. In addition to the Queen's Favor below, you gain access to the items marked with an asterisk (*) in the Items Found section below.

☛ **The Queen's Favor:** As a boon to you for your efforts in defeating Hochnebyn, the Queen has arranged to get you access to things that could help in future fights against undead. This favor grants you access to the Master of Radiance and Sacred Purifier prestige classes, and the Energize Spell, Requiem, and Vampire Hunter feats (all from *Libris Mortis*)

☛ **Count On It!** The Count of Eventide has made sure that your "time in the military" does not go unforgotten. Whether you are in the Nyrond military now, or you should join at a later date, this favor can be used once to count as a full year of service toward advancement in the meta-org.

☛ **Urchin Upgrade:** Urchin, now a full-grown cat, has been blessed by Procan and has become a "lucky charm" for her owner. Once during the main part of the module, the PC holding Urchin may force a single NPC to re-roll any one roll (immediately after the roll is made and the results are known). Only one person may "own" Urchin at any given table.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Ghost ward, armor upgrade (Regional; *Libris Mortis*) *
- ❖ Sunlight oil (Regional; *Libris Mortis*) *
- ❖ Scroll of desiccating bubble (Adventure; SC) *

APL 4 (all of APL2 plus the following)

- ❖ Ghost strike, weapon upgrade (Regional; *Libris Mortis*) *
- ❖ Potion of inflict serious wounds (Adventure; DMG)

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

- ❖ Anklet of translocation (Adventure; MIC)
- ❖ Wand of magic missile (30 charges; CL 5th; Adventure; DMG) *

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

- ❖ Ghost net (Regional; *Libris Mortis*) *
- ❖ Globe of Sunlight (Regional; *Libris Mortis*) *

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

- ❖ Rod of defiance (Regional; *Libris Mortis*) *

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

- ❖ +1 keen scythe (Adventure; DMG) *
- ❖ Boots of speed (Adventure; DMG)
- ❖ Ioun stone, pink rhomboid (Adventure; DMG) *
- ❖ Ring of counterspells (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

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