



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
NMR7-01 – The Village
A 2-round Nyron 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 _____
- ☐ incarnated

Home Region _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Agent's Gratitude:** You were instrumental in saving the Lydian investigator, Seiako, from a dire situation. As a reward she is willing to share some of her knowledge with you. You may gain access to the *Spymaster* prestige class.

☛ **Collegiate Compliments:** You have assisted a Lydian representative of the Trigol College of the Divine, and they are grateful. The Lydians of the College will provide access to learn one of the following spells – *know opponent* (SpC) or *know vulnerabilities* (SpC). Alternatively, you may call, once, upon Lydia for a *divination*, *true seeing* or *legend lore* spell (CL 15th). Used on AR _____.

☛ **Common Gratitude:** Your actions have resulted in the rescue of common folk from a dire situation, and they are grateful. Word of your exploits passes around in folk tales and songs, and your reputation is improved in the wider area. Unless otherwise noted in the text of any adventure, common rural NPCs within the Nyron and her Environs meta-region will start with an initial attitude of Friendly towards the character.

☛ **Favor of Lord Broden:** You have performed a valuable service for Lord Broden and have earned his favor. When you use this favor, a member his White Hart faction will upgrade one of your magical suits of armor with the *ghost touch* special ability. You must still pay the full difference in market value for the upgrade, and you may not have any levels in the *occult slayer* prestige class at the time of the upgrade. You may only use this favor once.

APL 4

max 1,350 XP; 1,300gp

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

APL 14

Max 3,600 XP; 13,200 gp

TU

Starting TU

2 OR 4 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 (all of APL2 plus the following)

- ❖ brooch of shielding (Adventure; DMG)
- ❖ horn of fog (Adventure; DMG)

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

- ❖ incense of meditation (Adventure; DMG)

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

- ❖ ring of counterspells (Adventure; DMG)
- ❖ bead of force (Adventure; DMG)
- ❖ robe of useful items (Adventure; DMG)

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

- ❖ pearl of power (2nd) (Adventure; DMG)
- ❖ candle of invocation (Adventure; DMG)

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

- ❖ oil of greater magic weapon +5 (Adventure, DMG)
- ❖ potion of magic vestment +5 (Adventure, DMG)

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

- ❖ staff of healing (Adventure; DMG)
- ❖ +1 axiomatic heavy mace (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 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