



This Record Certifies that

played by _____
Player RPGA #

Has Completed

COR4-18 it Never Rains in Nyrond

A Core Adventure

Set in the Great Kingdom of Northern Aerdy



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#

594 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

Map to Secret Base: This character has been told the secret location of a Footmen base within the Rauxes area. As well, this character has some scraps of documents to sort out pertaining to the Rauxes area and the Vecna cultists.

Darien's Bounty: For turning Darien over alive to interested parties, this character gains access to the various magical adornments listed under APL 2 in the Item's Found During the Adventure section.

What was I thinking?: This character agreed to let a known cultist of Vecna go free. This will have repercussions.

The Baatezu that you Know: For killing Darien, your soul has taken a first step towards a deal with the baatezu. Completion is up to you. Once per adventure, this character may cast *spell resistance* (CL 11) on themselves as a spell-like ability. But in doing so, the character is unaffected by *raise dead*, *reincarnation* or *resurrection* for the rest of the adventure.

All Hound Archons go to Mount Celestia: This character has made peaceful contact with an agent of [Heironeous] [Atroa] [Delleb] [Pholtus] [Kelanen] (only one can be selected based on play)

In addition, this character has been granted a divine gift based on the god circled above. Cross off the non-relevant entries. Caster level equals character level.

Heironeous: Once ever, this character may use a spell-like ability to summon (as per the *summon monster V* spell) a hound archon. ☐

Atroa: Three times ever, this character may use *good hope* as a spell-like ability. ☐ ☐ ☐

Delleb: Three times ever, as a free action, this character may add a +20 insight bonus to any Intelligence-based skill or ability check. ☐ ☐ ☐

Pholtus: Once ever, this character may use *mind fog* as a spell-like ability. ☐

Kelanen: This character may use the following spells as spell-like abilities: *shield*, *mage armor*, *magic weapon* and *divine favor* a total of five times. ☐ ☐ ☐ ☐ ☐

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Amulet of Health +4 (Any, *Dungeon Master's Guide*)
- ❖ Belt of Giant Strength +4 (Any, *Dungeon Master's Guide*)
- ❖ Cloak of Charisma +4 (Any, *Dungeon Master's Guide*)
- ❖ Gloves of Dexterity +4 (Any, *Dungeon Master's Guide*)
- ❖ Headband of Intellect +4 (Any, *Dungeon Master's Guide*)
- ❖ Periapt of Wisdom +4 (Any, *Dungeon Master's Guide*)

APL 4 (all of APL2 plus the following)

- ❖ Cloak of resistance +2 (Adventure, *Dungeon Master's Guide*)

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

- ❖ Bracers of armor +3 (Adventure, *Dungeon Master's Guide*)
- ❖ Dagger of venom (Adventure, *Dungeon Master's Guide*)

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

- ❖ Wand of magic missiles (CL 9th) (Adventure, *Dungeon Master's Guide*)

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

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