



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

NYR7-08—Tinderbox

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

APL 10

max 1,350 XP; 2,300 gp

☛ **Favor of the Downtown District:** For retrieving the stolen component that powers the Verminflame Portal, you have earned the gratitude of "Rats" Rastinattii and the rest of Downtown's dwarf, gnome, and halfling residents. Should you ever require a place to lay low, there are many small nooks and crannies Downtown...

☛ **A Tale of Two Cities:** For playing the role of Diplomat and introducing Tess'inene-ilae to Kirelle of Corellon, Midmeadow's oldest original resident, you have earned the respect of both Kirelle and the elves of Blackwater Park, who are always looking to further their racial ties and connect with their elven heritage. Should you ever need somewhere to hide, the park shadows are deep...

☛ **Favor of Count Wiczling IV:** You have temporarily befriended Count Wiczling and engaged his services as a spy in northern Nyrond. The Count has given you a gold piece etched with his family crest and promises to make contact soon to report any suspicious activity in the area.

☛ **Favor of the Silk Plateau:** You have earned the respect of Aricyn Maquillan and the followers of the Brown Recluse for choosing the path of reason over violence. Should you ever seek refuge, the high cornstalks of the Plateau conceal much...

☛ **Enmity of the Silk Plateau:** For cravenly looting the bodies of Plateau residents who did their best to spare your life in combat, you have earned this lasting enmity. Expect it to curse you in ways that you cannot possibly foresee...

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2

- ❖ Masterwork darkwood buckler (Adventure; DMG)
- ❖ Masterwork darkwood quarterstaff (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Universal solvent (Adventure; DMG)

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

- ❖ Dust of tracelessness (Adventure; DMG)
- ❖ Elixir of vision (Adventure; DMG)
- ❖ Mithril chain shirt (Adventure; DMG)
- ❖ Potion of barkskin (+4) (Adventure; DMG)
- ❖ Wand of magic missiles (CL 3rd) (Adventure; DMG)

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

- ❖ Wand of magic missiles (CL 5th) (Adventure; DMG)

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

- ❖ Brooch of shielding (Adventure; DMG)

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

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

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



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597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,800 XP; 6,600 gp

APL 16

max 2,025 XP; 9,900 gp

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ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

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

- ❖ +1 glamer'd half-plate armor (Adventure; DMG)
- ❖ Gloves of arrow snaring (Adventure; DMG)
- ❖ Phylactery of faithfulness (Adventure; DMG)
- ❖ Pipes of the sewers (Adventure; DMG)
- ❖ Wand of magic missiles (CL 7th) (Adventure; DMG)

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

- ❖ +1 adamantite rapier (Adventure; DMG)
- ❖ +3 Mithril chain shirt (Adventure; DMG)
- ❖ Boots of speed (Adventure; DMG)
- ❖ Boots of elvenkind (Adventure; DMG)
- ❖ Dusty rose prism ioun stone (Adventure; DMG)
- ❖ Eyes of the eagle (Adventure; DMG)
- ❖ Wand of magic missiles (CL 9th) (Adventure; DMG)

APL 16 (all of APLs 2-14 plus the following)

- ❖ Brooch of shielding (Adventure; DMG)
- ❖ +1 merciful cold iron ranseur (Adventure; DMG)
- ❖ +1 shock bastard sword (Adventure; DMG)
- ❖ +1 thundering adamantite rapier (Adventure; DMG)
- ❖ Bead of force (Adventure; DMG)
- ❖ Keoghtom's ointment (limit 2 jars; Adventure; DMG)
- ❖ Nolzur's marvelous pigments (Adventure; DMG)
- ❖ Pale blue rhomboid ioun stone (Adventure; DMG)
- ❖ Potion of barkskin (+5) (Adventure; DMG)
- ❖ Ring of mind shielding (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