



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

Adventure Record#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

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] [Kelanel] (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.

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

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

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 9<sup>th</sup>)* (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