



This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed
NMR7-01 - The Village
A 2-round Nyronnd 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
incarnated

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

Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

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

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

Agent's Gratitude: You were instrumental in saving the Lydian investigator, Seiako, from a dire situation...

Collegiate Compliments: You have assisted a Lydian representative of the Trigol College of the Divine...

Common Gratitude: Your actions have resulted in the rescue of common folk from a dire situation...

Favor of Lord Broden: You have performed a valuable service for Lord Broden and have earned his favor...

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 1/2 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 Subtotal

GP FINAL GP TOTAL