



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
Run up the Colors
A 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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

Cross off all items NOT found

❖ **Favor of "Black Shayna" Wavesilver** – This character is owed a favor by the notorious Relmor Bay Privateer "Black Shayna". If this character plays a scenario set in or around a port on Relmor Bay (or set on the Bay itself) the PC can track down Shayna and her band of freebooting cutthroats after the scenario, this will cost an additional TU above and beyond the cost of the scenario. The character can then get Shayna to use her network of contacts to locate a single magical item for the character to purchase from the following list: *Rope of Climbing, Nolzur's Marvelous Pigments, Slippers of Spider Climbing, Wind Fan, Amulet of Mighty Fists +1, Folding Boat, Cloak of Manta Ray, Bottle of Air, Muriel's Spoon or Monk's Belt.*

Alternately, if the character so desires, the favor can also be used to gain access to either the Caerizar or Bayfield crime families (two of the Oldred Thieves Guilds). This counts as an "invitation" for purposes of joining the Thieves Guild Nyrond regional meta-org and choosing the city of Oldred as the home city.

The favor is considered redeemed if used in anyway, and must be crossed off by the judge upon use.

❖ **'Da Bleeda'** – The wicked falchion once wielded by the infamous pirate Zkull One-Eye. 'Da Bleeda' has a broad blade stained black except for its gleaming serrated edge. The handle is wrapped in silver wire, heavily tarnished with use, and a symbol of Grumsh serves as the pommel. Stories of 'Da Bleeda' abound throughout the Relmor Bay area and the carrier of the weapon is likely to be accorded respect and a measure of fear by the people of the region.

'Da Bleeda' is a +1 Keen Falchion. Brandishing it as part of an Intimidation attempt requires a standard action and grants the wielder a +4 circumstance bonus to the skill check. However, there could be problems with respect to law enforcement at the judge's

discretion. Moderate Transmutation; CL 10⁺; Craft Magic Arms and Armor, keen edge, crafter must have 5 ranks in Intimidate; Price 8,500 gp

❖ **"Black Shayna's" Grudge** – The notorious pirate "Black Shayna" Wavesilver lets it be known around Relmor Bay that the PC is a cheating liar (even if it isn't true, rumor is a bad thing, and Shayna knows this). She further intimates that people should avoid the PC if they "know what's good for them." Traders and innkeepers charge the PC exorbitant rates for the risk of dealing with the PC over Shayna's expressed displeasure. The Grudge must be made aware to all subsequent Judges and noted on all applicable ARs until the grudge runs its course.

The PC must spend four (4) times the normal amount for upkeep when playing in a scenario that begins in a port on Relmor Bay. Thus a Nyrondian PC that plays in an adventure starting in Mithat and taking Adventurer's Standard upkeep must pay 48 gp per TU rather than the usual 12 gp. This stricture overrides all upkeep discounts except those derived from royal meta-orgs, military service, or religious affiliation. This grudge lasts for 1 full real-time calendar year from the date printed on this AR. When that time is up, the next judge may void this entry, and reference such on the appropriate AR. Shayna's anger will have faded, and she lets bygones be bygones.

❖ **Rat on a Rope** – This "lucky charm" was purchased in Blind Gull Cove, a pirate's haven on Relmor Bay. It consists of a desiccated rat corpse with a thong of rough string run through it. It has no magical properties at all, and no value except as a means of identifying oneself as a pirate (for only pirates have been to Blind Gull Cove). The rat is well preserved and gives off no odor.

❖ **Pipe** – A fine pipe, just over a foot long and delicately carved from a single piece of whalebone. Decorated with scenes of the sea, this pipe was a gift from a sailor aboard the privateer Renegade. While of little value, those who see it will recognize the character as "one of the sea," possibly granting a circumstance bonus to diplomacy checks with the right type of individual.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Rat on a Rope (Adventure, See Above)
- ❖ Pipe (Adventure, See Above)

APL 4-8 (plus APL 2)

- ❖ "Da Bleeder" (Adventure, See Above)

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

I 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