



This Record Certifies that

Played by

Player

RPGA #

Has Completed
NYR6-06 The Uninvited Guests
A Regional Adventure
Set in the Kingdom of Nyronnd

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

596 CY
ADVENTURE

Home Region

LEVEL OF PLAY
(CIRCLE ONE)

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

Shady Dealer: This PC has earned a degree of infamy among the merchants of the Midmeadow Traders' Bazaar for employing questionable bargaining techniques. The PC suffers a permanent -3 penalty (cumulative for each such instance) on all Charisma-based skills within the Bazaar and Midmeadow itself.

Influence point with the Inanilae: This PC has successfully befriended the Inanilae tribe of sylvan elves of the Gamboge Forest including their chief, Tess'inene-ilae. The PC is welcome in their village and is aware of its secret location within the forest.

Enmity of the Inanilae: This PC has participated in the unprovoked massacre of an elven scouting party within the Gamboge Forest. The rest of the Inanilae tribe learns of this and brands the PC a hated enemy. Fallout from this disfavor may adversely affect the PC in a future scenario.

Influence Point with Rowena Livingston: You have agreed to deliver messages to her professional contacts within the Kingdom of Nyronnd while she is incarcerated. Rowena does not forget the kindness of this PC. Earning this favor costs 1 TU for Nyronnd PCs and 2 TUs for all other PCs.

Barking up the Wrong Tree: For saving the lives of her dogs, Rowena Livingston uses her professional reputation to influence Midmeadow's kennel master on the PC's behalf. This influence point will mature in a future chapter of this series.

Exile on Main Street: Based upon his or her actions during the recent turbulent events in Midmeadow, this PC has earned a reputation among its residents (circle one): Peerless, Heroic, Indifferent, Unfavorable, Careless.

Evil Eyes: For defeating his minions on the streets of Midmeadow, the mysterious mage of the Gamboge takes an active interest in this PC.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Darkwood buckler (Adventure; DMG; 215 gp)
Darkwood shortbow (Adventure; DMG; 395 gp)

APL 4 (all of APL 2 plus the following):

- Darkwood light shield (Adventure; DMG; 203 gp)
Darkwood longbow (Adventure; DMG; 430 gp)

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

- Darkwood heavy shield (Adventure; DMG; 257 gp)
Mithril chain shirt (Adventure; DMG; 1100gp)
Darkwood composite (+2) shortbow (Adventure; DMG; 545 gp)

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

- Darkwood composite (+1) longbow (Adventure; DMG; 530 gp)
Darkwood quartersstaff (Adventure; DMG; 640 gp)
Vest of resistance +1 (Adventure; CA; 1,000 gp)

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

- Darkwood composite (+2) longbow (Adventure; DMG; 630 gp)
Darkwood mandolin (Adventure; DMG; 130 gp)
Elixir of fire breath (Adventure; DMG; 1,100 gp, limit 2)
Ring of protection +2 (Adventure; DMG; 8,000 gp)

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

- +1 darkwood composite (+3) longbow (Adventure; DMG; 2,730 gp)
+1 vicious scimitar (Adventure; DMG; 8,315 gp)
Bracers of armor +3 (Adventure; DMG; 9,000 gp)
Cloak of resistance +3 (Adventure; DMG; 9,000 gp)
Ring of force shield (Adventure; DMG; 8,500 gp)
Vest of resistance +2 (Adventure; CA; 4,000 gp)
Wand of cure moderate wounds (Adventure; DMG; 4,500 gp)

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

- +1 darkwood composite (+3) shortbow (Adventure; DMG; 2,620 gp)
+1 mighty cleaving small greataxe (Adventure; DMG; 8,320 gp)
Nature's Lament +1 (cold iron shock longsword); (Adventure; DMG; 8,310 gp)
Vest of resistance +3 (Adventure; CA; 9,000 gp)

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

- +1 studded leather armor of light fortification (Adventure; DMG; 4,175 gp)
+1 darkwood composite (+1) seeking shortbow (Adventure; DMG; 8,470 gp)
+1 wounding scimitar (Adventure; DMG; 18,315 gp)
Amulet of health +4 (Adventure; DMG; 16,000 gp)
Bracers of armor +3 (Adventure; DMG; 9,000 gp)
Headband of intellect +4 (Adventure; DMG; 16,000 gp)
Pearl of power (3rd) (Adventure; DMG; 9,000 gp)
Scroll of cure critical wounds (Caster level 15; limit 1) (Adventure; DMG; 1,500 gp)
Wand of cure serious wounds (Adventure; DMG; 11,250 gp)

TU Starting TU

1 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

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

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

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