



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

**NYR8-04— The Battle for Claw Point**  
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 \_\_\_\_\_

Adventure Record#

**598 CY**  
**ADVENTURE**

**LEVEL OF PLAY**  
(CIRCLE ONE)

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

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

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

**APL 2**  
max 450 XP; 450 gp  
OR max. 570 XP; 675 gp

**APL 4**  
max 675 XP; 650 gp  
OR max. 885 XP; 975 gp

**APL 6**  
max 900 XP; 900 gp  
OR max. 1170XP; 1,250 gp

**APL 8**  
max 1,125 XP; 1,300 gp  
OR max. 1,455 XP; 1,950 gp

**APL 10**  
max 1,350 XP; 2,300 gp  
OR max. 1,740 XP; 3,450 gp

**APL 12**  
max 1,575 XP; 3,300 gp  
OR max. 2,055 XP; 4,950 gp

**Cut off the Head of the Cult of Nerull:** You have ended the threat of the cult of Nerull in Nyrond. In addition to the Queen's Favor below, you gain access to the items marked with an asterisk (\*) in the Items Found section below.

**The Queen's Favor:** As a boon to you for your efforts in defeating Hochnebyn, the Queen has arranged to get you access to things that could help in future fights against undead. This favor grants you access to the Master of Radiance and Sacred Purifier prestige classes, and the Energize Spell, Requiem, and Vampire Hunter feats (all from *Libris Mortis*)

**Count On It!** The Count of Eventide has made sure that your "time in the military" does not go unforgotten. Whether you are in the Nyrond military now, or you should join at a later date, this favor can be used once to count as a full year of service toward advancement in the meta-org.

**Urchin Upgrade:** Urchin, now a full-grown cat, has been blessed by Procan and has become a "lucky charm" for her owner. Once during the main part of the module, the PC holding Urchin may force a single NPC to re-roll any one roll (immediately after the roll is made and the results are known). Only one person may "own" Urchin at any given table.

TU

Starting TU

O TU

TU Cost

- TU

Added TU Costs

TU REMAINING

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items *NOT* found

**APL 2**

- ❖ Ghost ward, armor upgrade (Regional; *Libris Mortis*) \*
- ❖ Sunlight oil (Regional; *Libris Mortis*) \*
- ❖ Scroll of desiccating bubble (Adventure; SC) \*

**APL 4** (all of APL2 plus the following)

- ❖ Ghost strike, weapon upgrade (Regional; *Libris Mortis*) \*
- ❖ Potion of inflict serious wounds (Adventure; DMG)

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

- ❖ Anklet of translocation (Adventure; MIC)
- ❖ Wand of magic missile (30 charges; CL 5th; Adventure; DMG)\*

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

- ❖ Ghost net (Regional; *Libris Mortis*) \*
- ❖ Globe of Sunlight (Regional; *Libris Mortis*) \*

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

- ❖ Rod of defiance (Regional; *Libris Mortis*) \*

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

- ❖ +1 keen scythe (Adventure; DMG) \*
- ❖ Boots of speed (Adventure; DMG)
- ❖ Ioun stone, pink rhomboid (Adventure; DMG) \*
- ❖ Ring of counterspells (Adventure; DMG) \*

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

**Items Sold**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Total Value of Sold Items** \_\_\_\_\_

Add ½ this value to your gp value

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

**Items Bought**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Total Cost of Bought Items** \_\_\_\_\_

Subtract this value from your gp value

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL