



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

**NYR8-05—Along Came A Spider**

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

Home Region

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

DM: \_\_\_\_\_

Signature

RPGA #

Adventure Record#

**598 CY**  
**ADVENTURE**

**LEVEL OF PLAY**  
(CIRCLE ONE)

**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

**APL 10**

max 1,350 XP; 2,300 gp

**APL 12**

max 1,575 XP; 3,300 gp

**APL 14**

max 1,800 XP; 6,600 gp

**APL 16**

max 2,025 XP; 9,900 gp

• **Hero/Heroine of the Realm:** This favor is awarded for thwarting the machinations of the Penumbra Vanguard and entitles the PCs to a weapon upgrade sponsored by the Church of Heironeous, in which they are willing to enchant a weapon with the *divine wrath* ability. Cross off this favor once it is used.

• **Favor of the Church of Pelor:** For rescuing Callidan Estani, his superiors reward the PC with a discount on future spellcasting services. Any time the PC is in a Nyrond city containing a temple of Pelor, this favor may be redeemed for a 50% discount on any spell (including the component costs) of 6th level or less. This favor may be used three times.

• **Favor of the Church of the Bright Path:** For returning the Scrolls of Light to the Bright Path, its leaders in Narsel Mendred offer to assist with one future Knowledge check (any subject), which grants a +10 insight bonus to the check.

• **Blessing of Istus:** This boon is awarded to the PC visited by the celestial spider, provided he or she was benevolent. This favor has two benefits, each of which is usable only once. The first bestows the grace of Istus and confers *freedom of movement* on the PC for up to 12 consecutive rounds. The second allows the PC to Tempt Fate by granting divine prescience in the form of a +12 insight bonus to one future saving throw. This effectively allows the PC to sense danger before any harmful effect occurs, and he or she must apply the bonus before the saving throw is rolled.

• **Disfavor of Istus:** For harming the celestial spider of Istus, the Brown Recluse reaches out from beyond the grave and rewards violence and cowardice with adhesiveness and viscosity: for the PC's next 12 combats, he or she suffers a -4 profane penalty to Initiative checks and moves at half-speed as he or she is impeded by Astral Webbing (PCs on the Astral Plane are immune).

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 2**

- ❖ Arcanist's gloves (Adventure; MIC)
- ❖ Dust of tracelessness (Adventure; DMG)
- ❖ Unguent of timelessness (Adventure; DMG)

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

- ❖ Arcane scroll of break enchantment (CL 9th) (Adventure; PHB)
- ❖ Necklace of fireballs (Type II; Adventure; DMG)
- ❖ Rod of viscid globs (Adventure; MIC)

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

- ❖ Slashing sand (Adventure; MIC)
- ❖ APL 8 (all of APLs 2-6 plus the following)
- ❖ Deathguardian bracers (Adventure; MIC)

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

- ❖ Bracers of arcane freedom (Adventure; MIC)
- ❖ Potion of shield of faith +5 (Adventure; DMG)
- ❖ Robe of mysterious conjuration (Adventure; MIC)

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

- ❖ +1 magic-eating mithril breastplate (Adventure; MIC)
- ❖ Scroll of flesh to stone (Adventure; DMG)
- ❖ APL 14 (all of APLs 2-12 plus the following)
- ❖ +1/+1 darkwood quarterstaff of spell-storing (single-tip spell-storing; Adventure; DMG)

- ❖ +1 merciful quarterstaff (single-tip enhancement only; Adventure; DMG)

- ❖ Bone ring (Adventure; MIC)
- ❖ Ioun stone, pink and green sphere (Adventure; DMG)
- ❖ Scroll of prismatic spray (CL 13th) (Adventure; DMG)

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

- ❖ Ring of mind shielding (Adventure; DMG)
- ❖ Ring of wizardry, Type III (Adventure; DMG)
- ❖ Scroll of greater teleport (CL 13th) (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 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

O 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