



This Record Certifies that

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

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

Has Completed

***NYR8-01- Beneath Abyssal Seas***

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

**Expended Favors:** PCs who expended favors of the Rel Mord Wizards' Guild, a Church of Nyrond, or Royal Favors gain regional access to one of the following items for each favor spent (cross off all others):

- Bottle of air (Regional, DMG)
- Cloak of the manta ray (Regional, DMG)
- Ioun stone, iridescent spindle (Regional, DMG)
- Helm of underwater action (Regional, DMG)
- Necklace of adaptation (Regional, DMG)
- Pearl of the sirines (Regional, DMG)
- Ring of swimming, improved (Regional, DMG)

PCs who don't expend favors do not gain access to these items in the access section below and must cross these items off the access list below.

TU

Starting TU

0 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

**Be sure to strike out all items for which the PCs neglected to spend favors, as well as the mauls and armor that the PCs either failed to find or destroyed.**

### APLs 2-4

- ❖ Elixir of swimming (Adventure; DMG)
- ❖ Gloves of swimming and climbing (Adventure; DMG)
- ❖ Ring of swimming (Adventure; DMG)
- ❖ Divine scroll of corona of cold (Adventure; Spell Compendium)
- ❖ Divine scroll of plane shift (Adventure; DMG)
- ❖ Huge masterwork cold iron maul (Adventure; Complete Warrior)
- ❖ +1 huge cold iron maul (Adventure; Complete Warrior)
- ❖ +1 huge icy burst cold iron maul (Adventure; Complete Warrior)
- ❖ +5 huge heavy fortification hide armor (Adventure; DMG)

### APLs 6-12 (all of APLs 2-4 plus the following)

- ❖ Boots of the winterlands (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