



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

NYR8-03— *Children of Malice*

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

● **Favor of Kralis:** You have performed a valuable service for Kralis, father of Kelwyn. For bringing his body to rest, he will keep your soul in its body for a time. If the PC's hit points are reduced to -10 or lower, they remain alive for up to 10 rounds while Kralis' soul wrestles their soul back into the body. If the PC's hit points are brought back up above -10 in those 10 rounds, the PC does not die. Mark off this favor once used.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ None

APLs 4-8 (all of APL2 plus the following)

❖ +1 dragonhide breastplate (Adventure; DMG; 1,700 gp)

APLs 10-12 (all of APLs 2-8 plus the following)

❖ +1 beaustskin dragonhide breastplate (Adventure; DMG/MIC; 9,700 gp)

❖ Lesser iron ward diamond (Adventure; MIC; 2,000 gp)

❖ Boots of speed (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