



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
SND5-04 Isle in the Wake
A Regional Adventure
Set in Sunndi



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp
(675 xp/675 gp)

APL 4

max 675xp; 650gp
(1012 xp/975 gp)

APL 6

max 900xp; 900gp
(1,350 xp/1,350 gp)

APL 8

max 1,125xp; 1,300gp
(1,687 xp/1,950 gp)

APL 10

max 1,350xp; 2,300gp
(2,025 xp/3,450 gp)

APL 12

max 1,575xp; 3,300gp
(2,362 xp/4,950 gp)

Secrets of Ssorzz's Tome: Ssorzz's Tome is a non-magical book that contains detailed anatomical studies of aquatic humanoids and reptilian humanoids.

☛ You gain access to the bullywug for the polymorph spells (including *alter self*) and wild shaping (assuming can wildshape into humanoids).

☛ You gain a +2 competence bonus on Heal, Knowledge (local) and Knowledge (nature) checks involving humanoid (reptile) and humanoid (aquatic).

☛ Assuming you fulfill all other requirements you can craft *bane* (humanoid – reptilian) and *bane* (humanoid – aquatic) weapons.

Market Value: 1000 gp.

Favor of the Sunndi Army: It counts as a regular favor with the Sunndi Army. In addition it may be spent to gain one upgrade any +1 armor or +1 weapon to a +2 for the standard cost. Members of the Military gain regional access to such an upgrade.

Favor with the Queen's Halls: When you gain this favor you must select one of the following four options (scratch the rest). Members can choose 2 instead:

___ Regular favor with the Queen's Hall

___ Access to the spell *assay spell resistance* (SC) [Wizards still need to pay the normal price for placing it in their spellbook.]

___ Regional access to: *Boccob's blessed book*, and *helm of comprehend languages and read magic*.

___ When adventuring in Sunndi you gain a +4 circumstance bonus to any Gather Information or Knowledge check if you have the time to contact agents of the Queen's Halls. This bonus can be used 3 times.

[] [] []

Favor of the Ch'taan: The favor can be used to join the Ch'taan. Members can use the favor to become "rasvaratiss" (treasured warrior) if male and "rasvaesthyss" (treasured female) if female and the markings as proof. They gain a +2 circumstance bonus any social interaction with lizardfolk and it might have future consequences in adventures set in the Vast Swamp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Bullet of sound* (Adventure; CL 3rd; MHB; 196 gp)
- ❖ *Necklace of fireballs* (1x 4d6 sphere) (Adventure; DMG; 600 gp)
- ❖ *Ssorzz's Tome* (Adventure; 1000 gp and 1 TU; see above)
- ❖ *Wand of cure light wounds* (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Javelin of lightning* (Adventure; DMG)
- ❖ *Elixir of hiding* (Adventure; DMG)

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

- ❖ *Wand of cure moderate wounds* (Adventure; DMG)

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

- ❖ *Bead of force* (Adventure; DMG)
- ❖ *Dust of disappearance* (Adventure; DMG)
- ❖ *Amulet of mighty fist* +1 (Adventure; DMG)

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

- ❖ *Periapt of wisdom* +4 (Adventure; DMG)
- ❖ *Glove of storing* (Adventure; DMG)

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

- ❖ *Boots, winged* (Adventure; DMG)
- ❖ *Wand of cure serious wounds* (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 Item

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

1 OF 2

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