



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
SND6-02M Angel's Share
Set in The Kingdom of Sunndi



Play Notes:

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

Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 225xp; 225gp

APL 4

max 338xp; 325gp

APL 6

max 450xp; 450gp

APL 8

max 563xp; 650gp

APL 10

max 675xp; 1,150gp

Makarios' eternal gratitude: You have performed a valuable service for Makarios. It can be used as a standard favor with Makarios. It might have additional effects in future scenarios.

In addition, for 1 adventure set in Sunndi you have free adventurers upkeep.

The Clenched Fist: This masterwork alchemical silver weapon has a head shaped like a clenched fist. It is limited to the following types of weapon: heavy mace, light mace, warmace.

It can be enhanced to a +1 weapon for the normal costs. In addition it can be enhanced with the *holy surge* enhancement (DMG2) after any regional adventure in Sunndi by paying the appropriate costs (assuming it has been enhanced to +1 already).

Members of the Pit Fighters MO gain 10% cost reduction on both the weapon and the enhancement costs.

TU

Starting TU

1 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

❖ + 1 sacred arrow (Adventure; 166 gp per arrow – max APL x2 arrows per PC; Libris Mortis)

❖ Clenched Fist (Adventure; one per PC; see above)

❖ Masterwork hellforged cold iron spiked chain (Adventure; DMG2)

❖ Wenta's holy beer (Adventure; works as holy water)

APL 4 (all of APL 2 plus the following)

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

❖ Armbands of might (Adventure; CV)

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

❖ Potion of greater mage armor (Adventure; SC)

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

❖ Ring of protection +2 (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

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

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