



This Record Certifies that

played by _____

Player

RPGA #

Has Completed

SND4-01 Arrows from the Sun

A Regional Adventure

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 _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #



Adventure Record#

594 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

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
gp

☛ **Wanted in Sunndi:** The PC had killed a Newkeep guard in the line of duty and is now wanted by the Sunndi government for murder. Ask the Sunndi Triad for details on what this entails for your character when adventuring in Sunndi.

☛ **Favor of Saiuhanna:** A favor with Saiuhanna counts as a favor with the Congress of Lords or the Temple Sehanine Moonbow. You only get this favor if Saiuhanna survived.

☛ **Noble's recognition:** The PCs has behaved in good conduct during the Baroness diner, and has made an impression on _____ (enter noble's name). If the PC continues to prove his or her worth, this NPC may be willing to act as a sponsor to the PC in future missions.

☛ **Favor with the Temple of Beory, the Temple of Ehlonna or the Emerald Oak:** You have earned the gratitude of these groups for killing a blighter. You can only use this favor once (e.g. to get access to divine magic) and you have to determine which of the three when spending the favor.

☛ **Ring of Magic Fang.** While worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) a +1 enhancement bonus on attack and damage rolls. (Source: *Arms and Equipment Guide*).

Caster Level: 12th; Prerequisites: Forge Ring, magic fang, Market Price: 6,000 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Amulet of natural armor +2 (Regional, DMG)
- ❖ Quiver of Ehlonna (Regional, DMG)
- ❖ Wand of cure light wounds (Regional, DMG)
- ❖ Wand of summon monster II (Adventure, DMG)

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

- ❖ Amulet of mighty fist +1 (Regional, DMG)
- ❖ Cloak of resistance +2 (Adventure, DMG)

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

- ❖ Amulet of natural armor +3 (Regional, DMG)
- ❖ Dusty rose ioun stone (Adventure, DMG)
- ❖ Javelin of lightning (Adventure DMG)
- ❖ Ring of magic fang (Regional, see above)

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

- ❖ +2 greatsword (Adventure, DMG)
- ❖ Amulet of might fist +2 (Regional, DMG)
- ❖ +2 Hide armor (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

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