



This Record Certifies that

played by

Player

RPGA #

Has Completed

SND4-04 By a Moonlight Shadow

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

APL 12

max 1,575 XP; 3,300 gp

• **Alienist:** By spending 1 TU, the PC gains access to the Alienist prestige class and fulfils the special requirements to it.

• **Divine Contemplative of Sehanine Moonbow:** The PC has fulfilled the special requirement of this prestige class. A PC who was directly involved in the death of Derwyndal do not gain access.

• **Favour of Princess Eyanata:** This favour counts as a favour with the Count of Esparithen or the Lyre. Besides standard uses, it also can be spend to gain one-time access to one of the following items: *chime of opening, circlet of persuasion, hat of disguise or slippers of spider climbing.*

• **Favour of the temple of the Eliatrair:** Besides standard uses, it can be used to gain 1 time access to one of the following items (or spend more favors for better access):

Expend 1 favor: *pearl of power* (1st or 2nd level), upgrade *cloak* or *vest of resistance* to +2, *wand of cure light wounds*, *wand of daylight*, *wand of delay poison* or *wand of lesser restoration*.

• **Favour of the temple of the Eliatrair [cont.]:**

Expend 2 favors: *lesser strand of prayer beads, pearl of power* (3rd level), *ring of lesser energy resistance*, upgrade an *amulet of health* or a *periapt of wisdom* to +4 or upgrade a *cloak* or *vest of resistance* to +3.

• **Derwyndal's Spellbook:** Derwyndal's spellbook contains the following spells. The complete spellbook must be bought at higher APLs:

APL 4: *dispel magic, glitterdust, mage armour, magic circle against good, magic missile, misdirection, scorching ray, shield, shocking grasp, stinking cloud and web*, Cost 1,050 gp.

APL 6: *+dimension door, greater invisibility, lightning bolt, summon monster IV*, Cost +750 gp (total 1,800 gp).

APL 8: *+Mordekainen's private sanctum, summon monster V, wall of force*, Cost +1500 gp (total 3,300 gp).

APL 10: *+chain lightning, cloud kill, displacement, Otiluke's resilient sphere, summon monster VI*, Cost +1950 gp (total 5,250 gp).

APL 12: *summon monster VI*, Cost +300 gp (total 5,550 gp).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ *Decanter of endless water* (Adventure, DMG)

❖ *Spellbook* (Adventure, See above)

❖ *Wand of mage armour* (Adventure, CL 1, DMG)

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

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

❖ *Cloak of resistance +2* (Adventure, DMG)

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

❖ *Ring of counterspelling* (Adventure, DMG)

❖ *Ring of protection +2* (Adventure, DMG)

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

❖ *Cloak of resistance +3* (Adventure, DMG)

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

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