



This Record Certifies that



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE

Played by _____

Player

RPGA #

Has Completed
SND6-03 Collateral
A Regional Adventure
Set in Sunndi

Home Region _____

LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp; 525gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Voucher: You have obtained a set of vouchers. These represent credit, that can be used to obtain equipment in any Sunndi regional, or any metaregional scenario that starts in Sunndi. The value of the wavers is dependent on APL:

APL 4: Coin – 300 gp

APL 6: Coin – 450 gp

APL 8: Coin – 600 gp

APL 10: Coin – 750 gp

Credit can be used to buy any items that are normally Core Access through the LGCS, and any items to which this scenario grants regional access (*wand of cure light wounds*).

The favor of Bren: Besides the standard uses (such as allowing you to join Bren's Men) the favor can be spend to gain access to one of the following items (members of Bren's Men gain Regional access to this item) from CV: *armbands of might*, *choker of eloquence*, *deadly precision enhancement* (upgrade), *medal of gallantry*, *sandals of harmonious balance*, *songblade*; or from the DMG: armor enhancements *slick* and *improved slick* (upgrade), *boots of striding and springing*, *circlet of persuasion*, *sword of subtlety* or *vest of escape*.

Recognition Points: 5 or 10.

Promotion Points: Decoration Points:

The favor of the church of Trithereon: Besides the standard uses, this favor can be spend to gain one of the following benefits (members of the Established Church can select two) chosen when this AR is gained:

___ Gain access to *devil's blight* (SC)

___ Gain access to a single upgrade of a weapon or armor by +1 (up to a maximum of +3)

___ Gain access to a belt of *giant strength* +4 or a single upgrade of an *amulet of health* or *periapt of wisdom* from +2 to +4.

The favor of count Jarinto: Besides the standard uses, this favor can be spend to gain one of the following benefits (knights of Jarinto can select two) chosen when this AR is gained:

___ Remove disfavor with count Jarinto

___ Gain access to *demon dirge* (SC)

___ Gain access to a single upgrade of a weapon or armor by +1 (up to a maximum of +3)

___ Gain access to a belt of *giant strength* +4 or a single upgrade of an *amulet of health* or *periapt of wisdom* from +2 to +4.

"My Thrall": You have been enthralled by the medallion you bought, and are now unable to part with it. You cannot sell the thrall medallion.

APL 6

max 900xp; 670gp

APL 8

max 1,125xp; 1,000gp

APL 10

max 1,350xp; 1,925gp

(The lower gold cap is on purpose due to the vouchers)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ Crane, portable (Adventure, AEG)

❖ Hacksaw (Adventure, AEG)

❖ Golembane scarab (Adventure; DMG)

❖ Wand of cure light wounds (Regional; DMG)

❖ Wand of knock (5 charges) (Adventure; PHB)

APL 6 (all of APL4 plus the following)

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

APL 10 (all of APLs 4-8 plus the following)

❖ Potion of greater magic weapon +2 (Adventure; DMG; 1,200 gp)

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

I 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