



Play Notes:

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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This Record Certifies that

played by _____
Player RPGA #

Has Completed
SND4-02 Whispers in the Dark
A Regional Adventure
Set in The Kingdom of Sunndi

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Home Region _____

APL 2
XXX

APL 4
XXX

APL 6
XXX

APL 8
XXX

APL 10
XXX

APL 12
XXX

• **Membership of the Caretakers:** Members of the *Temple of Pelor*, the *Olven Faiths*, the *Samryntar* and the *Sunndian Army* will treat a Caretaker with great respect, granting a +2 circumstance bonus on Diplomacy checks with people from those groups if they are aware of your affiliation.

In addition to this, you can participate in a special ritual that allows you to tap into the powers of the Silent Valley. Completing this ritual costs 1 TU and 1000 gp, and it can be performed ONLY after a Sunndi regional (note it down on a MIC). For it to have any effect, you will need a Wisdom of 11 or higher. Once the ritual is performed you can cast *remove fear* once per day as a spell like ability as a 1st level caster. This ritual can be performed only once per character.

• This is a special AR which should only be given to members of the following meta-organisations: *Temple of Pelor*, the *Olven Faiths*, the *Samryntar* and the *Sunndian Army*

TU

Starting TU

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

- ❖ *eyes of the eagle* (Adventure, CL 3rd; DMG)
- ❖ *ghostoil* (Regional, A&E).
- ❖ *pearl of power, 1st level* (Adventure, CL 17th; DMG).
- ❖ *wand of ray of enfeeblement* (Adventure, CL 1, 20 charges, as per the spell in the PHB).
- ❖ *Taugern's spellbook* (Adventure; see above).

APL 4 (all of APL2 plus the following)

- ❖ *vestment of resistance +1* (Adventure, CL 3rd; DMG; function and price identical to the *cloak of resistance*, vestment slot).
- ❖ *wand of magic missile* (Adventure, CL 3th, 20 charges, DMG).

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

- ❖ *pearl of power, 1st level* (Adventure, CL 17th; DMG)

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

- ❖ *brooch of shielding* (Adventure, CL 1st; DMG)
- ❖ *gloves of arrow snatching* (Adventure, CL 3rd DMG)
- ❖ *wand of magic missile* (Adventure, CL 5th, 20 charges, DMG)

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

- ❖ *cloak of resistance +2* (Adventure, CL 6th; DMG)
- ❖ *vestment of resistance +2* (Adventure, CL 6th; DMG; function and price identical to the *cloak of resistance*, vestment slot).

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

- ❖ *ring of counterspells* (Adventure, CL 11th; DMG)
- ❖ *ring of protection* (Adventure; CL 6th; 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