



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

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)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

APL 2
max 450 XP; 450 gp

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

Favor with Sariven: This favor can be spent for one-time access to:

- ❖ One of the following wands: *daylight*, *detect magic*, *levitate*, *mage armor* or *see invisibility*. All at minimum arcane caster level.
- ❖ Or one of the following items: *boots of elvenkind*, *brooch of shielding*, *cloak of elvenkind* or *eyes of the eagle*.

Favor with the Caretakers of the Mourning Tower: This counts as a favor with either the Eliastrair, the Established Temple of Pelor or the Samryntar. Its status can be decided when spending it. In addition, when spent for this specific purpose, it will grant one-time access to one of the following items:

- ❖ The following weapon enhancements: *bane (undead)*, *ghost touch* or *merciful*.
- ❖ The following armor enhancements: *ghost touch*, +2 or +3
- ❖ *Circlet of blasting* (major or minor) or *helm of comprehend languages and read magic*.

Members of the above organizations gain meta-regional access to the items above and need not spend the favor for this. They may use this favor once to gain access to one of these items after a Core scenario.

Taugern's Spellbook: Taugern's spellbook contains the following spells. The complete spellbook must be bought at higher APLs (each APL contains the spells from previous APLs):

APL 2: *comprehend languages*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *shocking grasp*. Cost 300 gp.

APL 4: *detect undead*, *mage armor*, *scorching ray*, *tasha's hideous laughter*. Cost +300 gp (total 600 gp).

APL 6: *false life*, *haste*, *lightning bolt*, *resist energy*, *see invisibility*. Cost +550 gp (total 1,150 gp).

APL 8: *blindness/deafness*, *dispel magic*, *enervation*, *slow*. Cost +600 gp (total 1,750 gp).

APL 10: *cloud kill*, *dominate person*, *hold person*, *greater invisibility*. Cost +850 gp (total 2,600 gp).

APL 12: *chain lightning*, *feeblemind*, *repulsion*, *wall of force*. Cost +1100 gp (total 3,700 gp).

Ghostoil: This clear oil has a slight tint of grey, and strange, wispy forms seem to swirl through it. When applied to a weapon, ghostoil allows it to affect incorporeal creatures normally for the next 2 rounds. One flask of ghostoil contains enough liquid to coat one weapon of Large size or smaller. Applying ghostoil to a weapon of any size is a full-round action. Craft Alchemy (DC 25); Market Price 50 gp; *Arms and Equipment Guide*.

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

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 3rd, 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 1/2 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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL