



This Record Certifies that



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)

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

played by _____

Player

RPGA #

Has Completed
SND4-06 Bren's Men
A Regional Adventure
Set in The Kingdom of Sunndi

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Home Region _____

☛ **Favor of Ulendesse:** The PC has proven his or her worth to Ulendesse, a Drunken Master. Ulendesse is willing to invite the PC to a revelry, at the end of any scenario set in Sunndi. Joining in the revelry costs 1 TU, and fulfills the relevant requirement for the Drunken Master Prestige class.

In addition, this is a limited favor with Nolin Bren and can only be used to join the Bren's Men meta-organization. PCs already a member of Bren's Men can treat this favor as a normal favor with Bren.

☛ **Favor with Count Kestor of Corul:** This favor can be used as described in the Sunndi Meta-Organization document. It can also be used as a recommendation for the Sunndian Army (to obtain higher ranks), or exchanged for one-time access to one non-evil arcane Necromancy or Abjuration spell from the *Player's Handbook* of 6th level or lower, or an arcane scroll of such a spell.

☛ **Spoils of War:** The Sunndi Army has offered the PC a share in the loot from the night's siege. They are willing to keep apart one item of the PC's choice (including the Twin's spellbooks), from this AR, for later purchase. The PC gets regional access to this item.

Item: _____

Members of The Sunndi Army, the Royal Warders, or Bren's Men gain regional access to all items on this AR.

☛ **The Twins' Spellbooks:** The PC can buy access to these spellbooks. Each spellbook can be bought separately.

The Red Book: *cause fear, charm person, color spray, enlarge person, grease, mage armor, magic missile, reduce person, shield, shocking grasp, true strike.* Cost: 550 gp.

The Blue Book: *blindness/deafness, glitterdust, levitate, Melf's acid arrow, mirror image, protection from arrows, scorching ray, see invisibility, spider climb, touch of idiocy, web.* Cost: 1,100 gp.

The Gray Book: *dispel magic, displacement, flame arrow, lightning bolt, ray of exhaustion, suggestion, summon monster III, tongues.* Cost: 1,200 gp.

The Green Book: *crushing despair, enervation, Evard's black tentacles, fire shield, lesser globe of invulnerability, mass enlarge person, phantasmal killer, scrying.* Cost: 1,600 gp.

The Mustard Book: *baleful polymorph, break enchantment, cloudkill, cone of cold, dominate person, nightmare, Rary's telepathic bond, waves of fatigue.* Cost: 2,000 gp.

The Black Book: *acid fog, chain lightning, eyebite, flesh to stone, greater heroism, mislead, repulsion, true seeing.* Cost: 2,400 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

- ❖ +1 bane (humanoids: elf) glaive (Adventure, CL 8th, Source)
- ❖ +2 breastplate (Adventure, CL 6th, DMG)
- ❖ cloak of resistance +2 (Adventure, CL 5th, DMG)
- ❖ dust of tracelessness (Adventure, CL 3rd, DMG)
- ❖ headband of intellect +4 (Adventure, CL 8th, DMG)
- ❖ Huge longspear (Adventure, non-magical, DMG)
- ❖ +1 keen bastard sword (Adventure, CL 10th, DMG)
- ❖ +1 keen greatsword (Adventure, CL 10th, DMG)
- ❖ large chain shirt (Adventure, non-magical, PHB)
- ❖ large greataxe (Adventure, non-magical, PHB)
- ❖ +1 large greataxe (Adventure, CL 3rd, PHB)
- ❖ large greatclub (Adventure, non-magical, PHB)
- ❖ +2 orc double axe (Adventure, CL 6th, DMG)
- ❖ ring of mindshielding (Adventure, CL 3rd, DMG)
- ❖ +1 spellstoring heavy mace (Adventure, CL 12th, DMG)
- ❖ wand of color spray (Adventure, CLI 1st, DMG)
- ❖ wand of Melf's acid arrow (Adventure, CL 3rd, DMG)
- ❖ wand of ray of enfeeblement (Adventure, CL 1st, 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