



This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

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

Play Notes:

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



Adventure Record#

595 CY  
ADVENTURE

Home Region \_\_\_\_\_

LEVEL OF PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

APL 4

max 675xp; 525gp

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)

**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 subtility or vest of escape*.

**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.

Recognition Points: 5 or 10.

Promotion Points: Decoration Points:

TU  
Starting TU

I TU  
TU Cost

- TU  
Added TU Costs

TU REMAINING

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 \_\_\_\_\_

GP  
Starting GP

- GP  
GP Spent

GP  
Subtotal

+ GP  
GP Gained

GP  
Subtotal

+ GP  
GP Gained

GP  
Subtotal

- GP  
GP Spent

GP  
Subtotal

GP  
FINAL GP TOTAL

XP  
Starting XP

- XP  
XP lost or spent

XP  
Subtotal

+ XP  
XP Gained

XP  
FINAL XP TOTAL

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