



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
DUL7-02/SND7-04 – A New Threat
A Cross Regional Adventure
Set in the Kingdom of Sunndi/Dullstrand



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

597 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

Protector of Ralsond: You have gained the title "Protector of Ralson". The initial attitude of civilized inhabitants of Ralsond is one category better than printed. It might have additional effects in future adventures.

In addition you are gain regional access to and are allowed to use **one** of the following heraldic crests (Heroes of Battle): *courage*, *glory* or *valiant defense*.

You also gain regional access to *banner of the orc's bane* (Heroes of Battle – *banner of the goblin's bane*) both for crafting and buying. The banner can be attached to a 2-handed polearm, but only one such banner can be added to a weapon. In this case the weapon can still be used. Otherwise it requires two hands to use the banner.

Sunndi Military Recognition: APL (or ½ APL).

Promotion Points:

Decoration Points:

Favor of the Masters of Dullstrand: In addition to its regular uses it can be spent to regain adventure access to one item found (noted in the Items Found section on the AR). Adventure access starts counting again from the AR you spent this favor on.

Item selected: _____

Favor of the Count of Ralsond: This is a regular favor with a member of the Congress of Lords and it can be spend as detailed in the Sunndi Meta-Organization Guide.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ *Boots of the mountain king* (Adventure; MIC)

APL 4 (all of APL2 plus the following)

APL 6 (all of APL2-4 plus the following)

❖ *Bracers of quickstrike* (Adventure; MIC)

APL 8 (all of APL2-6 plus the following)

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

❖ *Scout's headband* (Adventure; MIC)

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

❖ *Cape of the mountebank* (Adventure; 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 or 2 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