



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
SND7-06 – Disillusion  
A Metaregional Adventure  
Set in the Kingdom of Sunndi



### Play Notes:

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

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



Adventure Record#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp  
(225 xp; 225 gp)

APL 4

max 675 xp; 650 gp  
(338 xp; 325 gp)

APL 6

max 900 xp; 900 gp  
(450 xp; 450 gp)

APL 8

max 1,125 xp; 1,300 gp  
(563 xp; 650 gp)

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

DM: \_\_\_\_\_

Signature

RPGA #

**Favor of Whice Ium:** You may join the Lyre without cost, but you still have to take the test. Also you can buy (limit of 1) a special one use "romantic ballad" with the following effect:

Affected allies are under the effects of a *protection from evil* spell for 1 minute or until the song ends (whichever is first).

If the PC does not have bardic music, then the song can only be used on one target and takes a standard action to sing.

If the PC has bardic music, then anyone who can hear it is affected following the rules for a normal song. Cost 25 gp.

**Possessed by a Fiend:** You now have a taste of power. For the next two adventures, you have a +4 Profane Bonus to the following ability score (circle one: Str, Dex, Con, Int, Wis, Cha) and you radiate evil as a cleric of your character level. Additionally, from now on, you have a +4 competence bonus to Craft (Painting).

**Favor of the Lost Squad:** You gain regional access to the items marked with \*.

**Favor of the Soldier:** You gain access to one of the following prestige classes (circle the one chosen): Combat Medic (*Heroes of Battle*), Dread Commando (*Heroes of Battle*), or War Weaver (*Heroes of Battle*).

**Kiss of the Lady:** A small red mark on your neck in the shape of a small bird appears. For one year from the date of the AR, once per adventure you can empower one cure spell of 4<sup>th</sup> level or lower cast upon you as an immediate action.

**Halperle's Favor:** If you get lost in another plane, Halperle's ghost comes and guides you to your destination without any costs in TU and/or gold. Cross off when used.

**Children's Book:** There are several stories teaching children moral lessons. This may prove useful later. Cost: 5 gp.

**Book of Fiends:** This book, written in Abyssal, details how to summon powerful demons. If studied for 10 minutes, you gain a +2 competence bonus to Knowledge (Planes) checks in regards to demons for the rest of the day. Cost: 400 gp.

**Bleak One:** You have been captured by a Gray Jester and have become its slave. Spend 21 TUs after which time an adventuring party comes and rescue you. You will also need to have *Restoration* cast on you before your next adventure. Each influence point with a Fey spent reduce the TU time by 7. Also, you may spend the Favor of Whice Ium on this mod to have a *Restoration* cast at no cost.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Adamantine dagger (Adventure; DMG)
- ❖ Camouflage paint (Adventure; Magic Item Compendium; 1,500 gp)\*
- ❖ Dehydrated food (Adventure; Arms & Equipment Guide; 2 gp)
- ❖ Elixir of love (Adventure; DMG)
- ❖ Portable foxhole (Adventure; Magic Item Compendium; 5,000 gp)\*
- ❖ Signal torch (Adventure; Arms & Equipment Guide; 1 gp)

#### APL 4 (all of APL2 plus the following)

- ❖ +1 mithril chain shirt (Adventure; DMG)\*
- ❖ Mithril half-plate (Adventure; DMG)

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

- ❖ +1 short bow, shock (Adventure; DMG)\*
- ❖ Blast disk (Adventure; Magic Item Compendium; 900 gp)\*

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

- ❖ +3 keen icy burst rapier (Adventure; DMG)°
- ❖ +1 shocking burst short bow (Adventure; DMG)\*
- ❖ Wand of cure moderate wounds (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