



This Record Certifies that



Play Notes:

- Gained a level
Retrained
Lost a level
Ability Drained
Died
Was raised/resurrected
Was reincarnated



Adventure Record#

598 CY ADVENTURE

Character Name Classes and Levels

Player Name RPGA #

has completed

SND8-02 Crocodile Tears

A Sunndi Regional set in the Kingdom of Sunndi

Home Region

LEVEL OF PLAY (CIRCLE ONE)

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

Event: Date:

DM: Signature RPGA #

Land granted: You have been awarded a small piece of land in Corul. If you are already a squire or bachelor knight of another count or organization you instead gain the same for your feudal lord and on your lord's land.

If different than King Kestor:

This minor piece of land grants you the following:

- A +5 bonus on profession (seneschal, farmer and other related professions) checks.
A +2 bonus on your leadership score for having a stronghold.
This favor may be used to immediately become a Bachelor Knight of King Kestor, waving the favor requirements and required time. Skill ranks should still be met.
Bachelor Knights may immediately advance to Knight and may bear the title of Baron of Sunndi. Contact the Sunndi Triad for more information.

This piece of land may have an impact in future scenarios.

Enmity of a fiend: By disrupting the plans of a fiend you have drawn his attention. The enmity of a fiend is never a positive thing.

An unusual alliance: This alliance will have more impact in the future. For now they also arrange access to the Dread Witch prestige class and the Unnatural Will feat, both from Heroes of Horror. In addition you gain Regional access to the items marked with an *.

Favor of the Royal Court: This has one of the following effects chosen at the signing of this AR:

- Regular favor with King Kestor.
One time access to upgrade a weapon with the axiomatic, ghost touch or spell storing enhancement.
Access to spawn screen (SC), black karma curse (PHBII), and blade of blood (PHBII). Wizard must still pay normal costs to write the spell in their spellbook.
One time access to a demolition crystal (least, lesser or greater) (MIC)
One time access to a crystal of return (least, lesser or greater) (MIC)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4:

- Gloves of the starry sky (Adventure; 1,100 gp; MIC)*
Lesser rod of extend (Adventure; DMG)
Memento magica, 1st level (Adventure; 1,500 gp; MIC)*
Memento Magica, 2nd level Adventure; 6,000 gp; MIC)*

APL 6 (all of APL 4 plus the following):

APL 8 (All of APLs 4-6 plus the following)

- Deep red ioun stone (Adventure; DMG)

APL 10 (All of APLs 4-8 plus the following)

- Goggles of the golden sun (Adventure; 4,000 gp; MIC)*
Luck stone (Adventure; DMG)
Dusty rose ioun stone (Adventure; DMG)
Collar of healing (Adventure; 5,000 gp; MIC)

APL 12 (All of APLs 4-10 plus the following)

- Memento magica, 3rd level (Adventure; 13,500 gp; MIC)*

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

Table with 2 columns for item name and value

Total Value of Sold Items

Add 1/2 this value to your GP value

Items Bought

Table with 2 columns for item name and value

Total Cost of Bought Items

Subtract this value from your GP value

TU Starting TU

1 or 2 TU TU Cost

- TU Added TU Costs

TU TU REMAINING

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP FINAL XP TOTAL

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