



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
The Sun and the Nightingale
A Metaregional Adventure
Set in the United Kingdom of Ahlissa



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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1125 XP; 1300 gp

APL 10

max 1350 XP; 2300 gp

Favor of Nurriev Patrichco: You have helped Nurriev escape and he is grateful. He can use his special connections to grant you access a single magical weapon, armor or shield of value up to 10000gp, build for your specifications, such as *+1 keen greatsword* for 8350 gp. You may only use enchantments and materials from Player's Handbook/Dungeon Master's Guide for this weapon, following all restrictions laid out in LGCS. Alternatively you may use this favour to upgrade a one standard ability enchantment item such as amulet of health with further +2 bonus, up to maximum of +6, only paying the difference between old and new price.

Enmity of Sirdis Turrindal: You handed Nurriev over to the authorities/the slavers, depriving Sirdis his friend. He will make sure you don't feel welcome in Greyhawk by spreading rumors through his business associates. This manifests as increased attention from authorities and other minor hinderances. Next two modules starting in Greyhawk City will cost extra TU for this character:

Atonement: Stern Alia accepts you as her new servant.

Favor of Zilchus: You handed Nurriev over to face questioning and servants of the Moneycounter are pleased. Through their contacts you find that you can sell your goods much more easily. You can use this favor once in any future AR. When you redeem it, one of your items is sold at its full market value, not 50% as normal. Used in AR: _____

Members of the Royal Guild of Merchants of Aerdy meta-organisation gain access to *Heroic Destiny (RD)* feat.

This favour also cancels out any *Wanted in Ahlissa* charges that the PC might have.

Favor of the Slavers: You handed Nurriev to the slavers. You have free Adventurer's upkeep in modules set in the Pomarj. In addition, the slavers are willing to help you on some of the loot they capture or make their slaves build it for you. You may call their aid up to three times. Each favor allows you to reduce the price of a single magic item you have access to, by 10%. Mark each instance that this favour is used and on the third instance, cross off the favour.

Those who have magical tattoo from *COR4-04 Red Tide* gain access to *Heroic Destiny (RD)* feat.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *bracers of quickstrike* (Adventure, *Miniatures Handbook*, 1200 gp)
- ❖ *dust of tracelessness* (Adventure, *Dungeonmaster's Guide*, 250 gp)
- ❖ *wand of magic missiles* (CL1, 25 charges) (Adventure, *Dungeonmaster's Guide*, 375 gp)
- ❖ *divine scroll of control water* (Adventure, *Dungeonmaster's Guide*, 700 gp)

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

- ❖ *elemental gem (red)* (Adventure, *Dungeonmaster's Guide*, 2,250 gp)
- ❖ *Quall's feather token (whip)* (Adventure, *Dungeonmaster's Guide*, 500 gp)

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

- ❖ *cloak of elemental protection* (Adventure, *Miniatures Handbook*, 1000 gp)
- ❖ *+1 bane (human) scimitar* (Adventure, *Dungeonmaster's Guide*, 8,315 gp)
- ❖ *brooch of shielding* (Metaregional, *Dungeonmaster's Guide*, 1,500 gp)

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

- ❖ *+1 maiming greatsword* (Adventure, *Miniatures Handbook*, 8,350 gp)
- ❖ *belt of one mighty blow* (Adventure, *Miniatures Handbook*, 1500gp)
- ❖ *chainshirt +2* (Metaregional, *Dungeonmaster's Guide*, 4,250 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 _____

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

I 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