



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
SND6-02S Muddled Future - Main
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

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 675xp; 675gp

APL 4

max 1,013xp; 975gp

APL 6

max 1,350xp; 1,350gp

APL 8

max 1,688xp; 1,950gp

APL 10

max 2,025xp; 3,450gp

Favor of the Sunndian Army: In addition to its regular use, the PC can select one item from the Items Found section below regardless of the APL and gain Regional access to it. Note down this item here: _____

Members of the Sunndian Army or its affiliated organizations (including the Barakadar) can select one additional item: _____

This favor may be spend to gain one-time access to a lesser rod of extend (in which case no regional access is gained).

Spellbook of the Tower: This spell contains the following spells from the PHB and SC: *anticipate teleportation*, *ray of enfeeblement*, *ray of flame*, *ray of ice* and *scorching ray*; Cost 450 gp.

Boots of the Marshlands: This footgear is a great boon to those traversing the marshlands of the world. The wearer gains a +4 competence bonus on Swim checks, and is not hindered when moving through shallow bog terrain. It treats an area of deep bog as shallow bog for purposes of movement and Tumble checks.

Faint transmutation; CL 1st; Craft Wondrous Item, webfoot; Price 3,000 gp; Weight 1 lb.

Favor with king Hazendel: This counts as a favor with King Hazendel or the Established Church of Trithereon. When applying for knighthood it can count as a favor with any other member of the Congress of Lords (with the exception of Count Donner). It can also be spend to gain access to one of the following items: one suit of mithral or adamantine armor or one darkwood or mithral shield or one adamantine weapon. The armor, shield or weapon needs to come from the PHB.

It can also be spend to gain access to the following three spells from SC: *combat healing*, *girallon's blessing* and *grace*.

Recognition Points: varies

Promotion Points:

Decoration Points:

Total Promotion Points up until this AR:

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

- ❖ +2 full plate (Adventure; DMG)
- ❖ +1 large chainmail (Adventure; DMG)
- ❖ +2 large chainmail (Adventure; DMG)
- ❖ Boots of the marshland (Adventure; DMG)
- ❖ Cloak of charisma (Adventure; DMG)
- ❖ Circlet of persuasion (Adventure; DMG)
- ❖ Headband of intellect +4 (Adventure; DMG)
- ❖ Javelin of lightning (Adventure; DMG)
- ❖ Large greatclub (Adventure; DMG)
- ❖ Large javelin (Adventure; DMG)
- ❖ Periapt of wisdom +4 (Adventure; DMG)
- ❖ Slippers of spider climbing (Adventure; DMG)
- ❖ Spellbook of the Tower (Adventure; see above; 300 gp)
- ❖ Wand of cure light wounds (Adventure; DMG)
- ❖ Wand of scorching ray [energy substituted – cold] (Adventure; DMG)
- ❖ Wand of web (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

3 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