



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
SND7-07 – Dig Deeper
A Regional 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 _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

597 CY
ADVENTURE

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

Favor of the Olsamman: You are allowed to copy any one arcane spell up to 7th level from the Olsamman's library. Normal price for writing the spell in one's spellbook is still required. This spell must be a non-illegal spell from the PHB (excluding Necromantic spells). Members of the Olsamman, the Samryntar, or the Barakadar can pick two spells.

Favor of the Rieuwood Royal Warders: This favor can be spent to gain one-time access to the following items: *boots of elvenkind*, *cloak of elvenkind* or upgrading a bow with the *seeking* or *distance* enhancement. Members of the Royal Warders and the Grey Scouts instead gain Regional access.

Dislike of the Rieuwood Warders: Joining or gaining rank with any Royal Warders branch requires an additional favor. Keepers are reduced to Warders. All Regional access below is changed to Adventure access.

Favor of the church of Moradin: For aiding the outpost of Mergal, a priest of the church of Moradin casts one spell up to level five for free. Material components must still be paid.

Necromancer's Spellbook: On every APL two spell books are available, containing:

APL 4 - *blindness/deafness*, *cause fear*, *false life*, *grease*, *lesser orb of electricity* (SC), *mage armor*, *magic missile*, *mount*, *ray of enfeeblement*, *scorching ray*, *web*.

APL 6 - As above, and *ray of exhaustion*, *vampiric touch*, *heroism*, *haste*.

APL 8 - As above, and *burning blood* (SC), *enervation*, *animate dead*, *polymorph*.

APL 10 - As above, and *spiritwall* (SC), *feeblemind*, *cloudkill*, *magic jar*.

APL 12 - As above, and *greater dispel magic*, *disintegrate*, *analyze dweomer*, *create undead*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Hand of the mage* (Adventure; DMG)
- ❖ *Necromancer's spellbook* (Adventure; 850 gp; See above)

APL 6 (all of APL4 plus the following)

- ❖ *Necromancer's spellbook* (Adventure; 1,450 gp; See above)

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

- ❖ *Necromancer's spellbook* (Adventure; 2,250 gp; See above)
- ❖ *Pearl of power* (1st level) (Regional; DMG)
- ❖ *Rod of extend, lesser* (Adventure; DMG)

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

- ❖ *+1 dragonhide fullplate* (Regional; DMG)
- ❖ *Necromancer's spellbook* (Adventure; 3,250 gp; See above)

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

- ❖ *Necromancer's spellbook* (Adventure; 4,450 gp; See above)

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