



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Midsummer Nightmare
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 _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 1125 XP; 1300 gp

APL 10

max 1350 XP; 2300 gp

APL 12

max 1575 XP; 3300 gp

APL 14

max 1800 XP; 6600 gp

Gerram's Research Notes: A wizard studying the mad dwur's work for 1 TU knows how to peacefully interact with creatures from the Far Realm and hence fulfill the special requirements for the Alienist. Note that this prestige class is considered illegal in many regions. Market Value: 0 gp.

Gerram's Spellbooks: These spellbooks contain the following spells:

Book I: 1st *color spray*, *lesser orb of acid* (CA), *mage armor*, *magic missile*, *ray of enfeeblement*, 2nd *false life*, *glitterdust*, *resist energy*, *web*, 3rd *dispel magic*, *magic circle against law*, *slow*, 4th *enervation*, *summon monster IV*. Market Value: 1500 gp.

Book II: 3rd *fly*, 4th *anticipate teleportation* (CA), *dimension door*, 5th *Mordenkainen's private sanctum*, *vitriolic sphere* (CA). Market Value: 1050 gp.

Book III: 4th *enervation*, *Otiluke's dispelling screen* (CA); 5th *feeblemind*, *summon monster V*, *wall of force*, 6th *disintegrate*. Market Value: 1450 gp.

Book IV: 6th *greater dispel magic*, *summon monster VI*; 7th *mass hold person*. Market Value: 950 gp.

Favor with the Nonzfyr Clan: The noniz of the Nonzfyr clan are widely renowned for their skill to raise and train all kinds of animals. You gain meta-regional access to the following animals with price and training between brackets behind the name: brixashulty (150 gp, war/riding, RW), climb dog (125 gp, guard, A&E), deep hound (4250 gp, war/riding, RS), dire badger (115 gp, war/riding). They also sell the necessary exotic saddles a if needed a *color of obedience* (CA). Once bought these can also be taken as animal companions according to their descriptions in the books.

Favor of Fankaer: This favor might be of use in future scenarios.

Repairing items: For the services provided by the PCs, the people of the Hollow Highlands gladly repair any items that where shattered during the adventure for half the market value of the item. If the PC lacks the gold for doing so right now, he can use the favor in a later adventure.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ *brooch of shielding* (Adventure, DMG)
- ❖ *gem of brightness* (Adventure, 10 charges, 2600 gp, DMG)
- ❖ Gerram's spellbook I (Adventure, see above)
- ❖ *Heward's handy haversack* (Adventure, DMG)
- ❖ *vest of resistance* +1 (Adventure, CA)

APL 10 (All of APL 8 plus the following)

- ❖ *gem of brightness* (Adventure, 25 charges, 6500 gp, DMG)
- ❖ Gerram's spellbook II (Adventure, see above)
- ❖ *vest of resistance* +2 (Adventure, CA)

APL 12 (All of APLs 8-10 plus the following)

- ❖ *cloak of arachnida* (Adventure, DMG)
- ❖ *gem of brightness* (Adventure, 35 charges, 9100 gp, DMG)
- ❖ Gerram's spellbook III (Adventure, see above)

APL 14 (All of APLs 8-12 plus the following)

- ❖ *cloak of resistance* +2 (Adventure, DMG)
- ❖ *deep red sphere ioun stone* (Adventure, DMG)
- ❖ *gem of brightness* (Adventure, DMG)
- ❖ Gerram's spellbook IV (Adventure, 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

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