



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

SND8-01 Acceptance

A Regional Adventure set in the **Kingdom of Sunndi**



Play Notes:

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



Adventure Record#

598 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

Favor of the Minstrels: You may join the Lyre without cost, but you still have to take the test. Also you can buy (limit of 1) a special one use "dance song" with the following effect:

Affected allies are under the effects of a *freedom of movement* spell for 1 round. If the PC does not have bardic music, then the song can only be used on 1 target and takes a standard action to sing. If the PC has bardic music, then anyone who can hear it is affected following the rules for a normal song. Cost 50 gp.

Children's Favor: You gain free luxury upkeep for 5 adventurers set in the Sunndi region. For each adventure this character played in the Hero's Love Song series (SND6-01, SND7-06, SND8-01), he or she may purchase 1 item you have access to at 10% price reduction.

Possessed by a Fiend: For the next 2 adventures, you have a +4 Profane bonus to one ability score (____) and you radiate faint evil.

Corrupted Mace of Pelor: This heavy mace, which once brought glory to Pelor, now is used for shameful purposes. Any good character wielding this weapon gains a negative level (see *unholy* in the DMG 226). To purify this weapon, spend 4 TUs. The weapon then becomes a +1 *holy mace*. Cost 9,156 gp (50% price reduction).

Myrhi's Blessing: You have been in the presence and have done a great favor for a deity. You gain +1 inherent bonus to Charisma or Wisdom (circle your choice).

Met with Servant of Myrhi's: You fulfill the special requirements of a Contemplative of Myrhi's (CD).

Touched by Evil: Only a wish or miracle can remove this affliction. Circle the one gained.

Odor of Decay	-2 penalty to Handle Animal, Ride, and Wild Empathy checks.
Dead Eye	Roll your miss chance to hit a concealed target twice. Take the worse of the rolls.
Ear Scabs	-2 penalty to Listen checks
Skin Seeps	+2 circumstance bonus to Escape Artist and Grapple checks to resist or escape a grapple. -2 penalty to Climb and Sleight of Hand checks. Opponents gain a +2 bonus to their attack roll when attempting to disarm you.
Skin Sloughs	-2 penalty on Diplomacy, Gather Information, and Perform checks.
Palsy	-2 penalty to Ranged Attack rolls.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Circlet of persuasion* (Regional; DMG)
- ❖ *Mithril chain shirt* (Adventure; DMG)
- ❖ *Masterwork annulet* (Adventure; *Planar Handbook*; 320 gp)

APL 6 (all of APL 4 plus the following)

- ❖ *Rearguard's cape* (Adventure; 2,000 gp; MIC)

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

- ❖ *Gloves of arrow snaring* (Adventure; DMG)
- ❖ *Gauntlets of extended reach* (Adventure; 2,000 gp; MIC)

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

- ❖ +1 *death ward chain shirt* (Adventure; 4,250 gp; MIC)
- ❖ *Corrupted mace of Pelor* (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

2 or 4 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