



## This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed SHE6-06 *Steeped in Atrocity*  
A Sheldomar Valley Metaregional  
Adventure Set in the Suss Forest and  
Gained the Following Special Effects

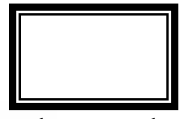


Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



Adventure Record#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 10

APL 12

APL 14

Cross out any game effects this character does not gain.

➤ **Study Time:** Arcane spellcasters who spend 1 additional TU studying the tomes recovered from the Academy site gain a permanent +1 inherent bonus to Spellcraft checks.

➤ **Arcane Knowledge:** The Academy site is full of numerous scrolls and arcane compendiums. If this PC uses a spellbook, they may add three Core spells to their spellbook for free. If they are spontaneous arcane casters, they may use the knowledge to trade out any one known spell for a different spell of the same level to which they have access. Note either of these changes in Play Notes above.

➤ **Grimoire Arcanamacha:** This book is a modern copy of an ancient text detailing secrets of blending martial and arcane prowess. A PC who can read Ancient Suloise may spend 1 additional TU studying the *Grimoire Arcanamacha*; doing so grants access to and fulfills the special requirement for the Suel Arcanamach prestige class in *Complete Arcane*.

➤ **Trove of Wands:** You gain access (Frequency: Adventure) to purchase the following wands: *battle hymn* (CL 4<sup>th</sup>; *Spell Compendium*), *benign transposition* (CL 1<sup>st</sup>; *Spell Compendium*), *faith healing* (CL 1<sup>st</sup>; *Spell Compendium*), *false life* (CL 10<sup>th</sup>), *haste* (CL 5<sup>th</sup>), *lesser spell immunity* (CL 3<sup>rd</sup>; *Spell Compendium*), *lesser vigor* (CL 1<sup>st</sup>; *Spell Compendium*), *omen of peril* (CL 1<sup>st</sup>; *Spell Compendium*), *ray of enfeeblement* (CL 10<sup>th</sup>), *shield* (CL 2<sup>nd</sup>), *snake's swiftness* (CL 1<sup>st</sup>; *Spell Compendium*), *speak with animals* (CL 1<sup>st</sup>).

➤ **Goods Recovered!** A PC who received the **Captured!** effect in SHE6-02 *Brooding Boughs* may recover two items that were taken from him when enslaved (as noted on the special AR from that adventure). The items are found on orcs defeated in this adventure. Select one item to be recovered and have the DM randomly determined the second item.

➤ **Hunted!** This PC chose to retain a *rod of mastery* (elf) or Callenwold's ring *Torment*. The elf-mages of Celene send word of your actions to others, including the Seekers and the Silent Ones. The Pomarj also gains knowledge of your choice. You are forever hunted while you possess the rod or ring.

Every adventure you play until you turn the rod or ring over to someone else costs 2 additional TUs, representing time you spend avoiding those who hunt you. In addition, the DM rolls a 1d6 before each adventure you play; on a 1, you are attacked by forces of the Pomarj before play begins and start the adventure with 20% of your hp already lost.

Also, you may not play any adventure set in the Sheldomar Valley, the Pomarj, or Celene until you turn the rod or ring over to a non-evil organization or lose the rod or ring via death. Any attempt to use the rod or ring is an evil act; the PC is removed from play, and please notify Steven Conforti ([scon40@aol.com](mailto:scon40@aol.com)) with details.

➤ **Optional Encounter:** You spent 1 additional TU to participate in an optional encounter. This increases the xp cap on the main AR by 360 xp at APL 10, 420 xp at APL 12, and 480 xp at APL 14; it also increases the gp cap on the main AR by 50% of the standard value at each APL.

TU
Starting TU
O 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

### ITEMS FOUND DURING THE ADVENTURE (Cross off all items NOT found)

APL 10 (all of the following):

- ❖ Arcane Scroll of Dispel Magic (CL 9<sup>th</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Arcane Scroll of Greater Mage Armor (CL 5<sup>th</sup>; Adventure; *Spell Compendium*)
- ❖ Arcane Scroll of Project Image (CL 13<sup>th</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Arcane Scroll of Stoneskin (CL 7<sup>th</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Arcane Scroll of Transdimensional Solid Fog (CL 9<sup>th</sup>; Adventure; *Complete Divine*)
- ❖ Arcane Scroll of Transdimensional Web (CL 5<sup>th</sup>; Adventure; *Complete Divine*)
- ❖ Divine Scroll of Animal Growth (CL 9<sup>th</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Divine Scroll of Conjure Ice Beast V (CL 9<sup>th</sup>; Adventure; *Spell Compendium*)
- ❖ Divine Scroll of Summon Nature's Ally VI (CL 11<sup>th</sup>; Adventure; *DMG*)
- ❖ Metamagic Rod, Enlarge, Lesser (Adventure; *Dungeon Master's Guide*)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; *Dungeon Master's Guide*)
- ❖ Metamagic Rod, Silent, Lesser (Adventure; *Dungeon Master's Guide*)
- ❖ Pearl of Power, 1<sup>st</sup> Level Spell (Adventure; *Dungeon Master's Guide*)
- ❖ Ring of Spell Storing, Greater (Adventure; *Dungeon Master's Guide*)
- ❖ Ring of Wizardry III (Adventure; *Dungeon Master's Guide*)
- ❖ Wand of Harmonize (CL 4<sup>th</sup>; Adventure; *Races of Stone*)

APL 12 (all of APL 10 plus the following):

- ❖ Arcane Scroll of Extended Haste (CL 7<sup>th</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Arcane Scroll of Find the Gap (CL 5<sup>th</sup>; Adventure; *Spell Compendium*)
- ❖ Planar Fork, Astral or Abyss (Adventure; *Player's Handbook*, Price: 300 gp each)
- ❖ Wand of Alter Self (CL 3<sup>rd</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Wand of Fell the Greatest Foe (CL 4<sup>th</sup>; Adventure; *Spell Compendium*)
- ❖ Wand of Fist of Stone (CL 1<sup>st</sup>; Adventure; *Spell Compendium*)
- ❖ Wand of Greater Invisibility (CL 7<sup>th</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ Wand of True Strike (CL 1<sup>st</sup>; Adventure; *Dungeon Master's Guide*)

APL 14 (all of APLs 10, 12 plus the following):

- ❖ Arcane Scroll of Blacklight (CL 5<sup>th</sup>; Adventure; *Spell Compendium*)
- ❖ Arcane Scroll of Mass Mage Armor (CL 5<sup>th</sup>; Adventure; *Spell Compendium*)
- ❖ Memento Magica, 1<sup>st</sup> Level Spell (Adventure; *Races of the Dragon*)
- ❖ Metamagic Rod, Sculpting, Lesser (Adventure; *Complete Arcane*)
- ❖ Metamagic Rod, Silent (Adventure; *Dungeon Master's Guide*)
- ❖ Metamagic Rod, Substitution (Acid), Lesser (Adventure; *Complete Arcane*)
- ❖ Wand of Faerie Fire (CL 1<sup>st</sup>; Adventure; *Dungeon Master's Guide*)

### 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