



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
SHE4-02 Check the Fine Print
A Metaregional Adventure
Set in the Sheldomar Valley



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

APL 16

max 4,050 xp; 19,800 gp

Cross out any game effects this character does not gain.

✦ Favor of the Knights of the Watch

This favor allows the PC to effectively "cut the red tape" in a particular encounter where a Knight of the Watch would be able to act more favorably to the PC. For example, it might allow the PC to go armed where they normally could not or to view a closed crime scene, or to enter a restricted area, to gain additional information from a Knight of the Watch. The actually effect of the use of the favor in this manner is left to the discretion of the DM. A PC who is a member of the Knights of the Watch may use this favor in lieu of the normal time in grade necessary for their next promotion. Cross out when used.

✦ Enmity of the Knights of the Watch

The Knights of the Watch are very displeased with this PC. The PC is considered wanted for questioning by the Knights. The next time the PC is detained within the Sheldomar Valley by a Lawful organization that is not intrinsically opposed to the Knights of the Watch (or the next time they are in the presence of a force of the Knights of the Watch), no matter the reason for this detention, they are passed into the custody of the Knights of the Watch, where they spend 12 TUs being questioned and forced to account for their actions. This PC loses any influence points or favors (or similar effects) with the Knights of the Watch they currently possess and may not gain any future ones. If this PC is a member of the Knights of the Watch, they are removed from the organization until they atone for their actions (contact your local Knights of the Watch POC for further information).

✦ Favor of the Midnight Ravens

A PC may expend this favor to automatically succeed at any one Gather Information, Knowledge (local - Sheldomar Valley), or Knowledge (nobility) check of DC 30 or lower. Doing so requires 24 hours in game-time for sufficient resources to be contacted and made available to the PC. This favor may only be expended during adventures set within the Sheldomar Valley. A PC who is a member of the Midnight Ravens may use this favor in lieu of the normal time in grade necessary for their next promotion. Cross out when used.

✦ Enmity of the Midnight Ravens

The Midnight Ravens are very displeased with this PC. In any adventure the PC participates in within the Sheldomar Valley, if the PC normally would pay two TUs to participate in that adventure, they must pay one additional TU due to "unexpected difficulties" that delay their travel. This PC loses any influence points or favors (or similar effects) with the Midnight Ravens they currently possess and may not gain any future ones. If this PC is a member of the Midnight Ravens, they are removed from the organization until they atone for their actions (contact your local Midnight Ravens POC for further information).

✦ Necklace of Natural Weapons (4)

The enhancement bonus on this necklace applies to attack and damage rolls involving up to four of the wearer's natural weapons. In addition, any weapon special qualities on this necklace are applied to those natural weapons as well.

+1 Frost: Moderate evocation; CL: 8th; Prerequisites: can't be created; Market Price: 34,400 gp; Weight: 0 lbs.

+1 Unholy Shock: Moderate evocation [evil]; CL: 8th; Prerequisites: can't be created; Market Price: 130,400 gp; Weight: 0 lbs.

+1 Bane (Human, Dwarf, Elf, Gnome): Moderate conjuration; CL: 8th; Prerequisites: can't be created; Market Price: 202,400 gp; Weight: 0 lbs.

+1 Brilliant Energy Wounding: Moderate evocation and strong transmutation; CL: 16th; Prerequisites: can't be created; Market Price: 394,400 gp; Weight: 0 lbs.

✦ Enmity of Gallimar Withington

You have angered one of the most renowned assassins of the Sheldomar Valley. This enmity will come into play when the PC least expects it. In addition, the PC receives a -4 circumstance penalty to all Charisma-based checks when dealing with any criminal elements within the Sheldomar Valley, as most professionals of the darker trades are wary to associate with this PC.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 8:

- ✦ +1 Frost Necklace of Natural Weapons (4) (Adventure, see above)
- ✦ +1 Mithral Chain Shirt (Adventure, DMG), +1 Mithral Heavy Shield (Adventure, DMG)
- ✦ Bracers of Armor +4 (Adventure, DMG), Cloak of Resistance +4 (Adventure, DMG)
- ✦ Elemental Gem - Earth (Adventure, DMG)
- ✦ Gauntlets of Ogre Power (Adventure, DMG)
- ✦ Pearl of Power - 1st level (Adventure, DMG)

APL 10 (APL 8 Items plus):

- ✦ +1 Bane (Human) Sickle (Adventure, DMG)
- ✦ +1 Merciful Greatsword (Adventure, DMG)
- ✦ +1 Shock Warhammer (Adventure, DMG)
- ✦ Boots of Striding and Springing (Adventure, DMG)
- ✦ Bracers of Armor +5 (Adventure, DMG)
- ✦ Cloak of Resistance +2 (Adventure, DMG)
- ✦ Elixir of Fire Breath (Adventure, DMG)
- ✦ Salve of Slipperiness (Adventure, DMG)

APL 12 (APL 8, 10 Items plus):

- ✦ +1 Light Fortification Full Plate with +1 Frost Armor Spikes (Adventure, DMG)
- ✦ +1 Shadow Silent Moves Mithral Chain Shirt (Adventure, DMG)
- ✦ +1 Unholy Shock Necklace of Natural Weapons (4) (Adventure, see above)
- ✦ +2 Heavy Steel Shield (Adventure, DMG)
- ✦ +2 Merciful Greatsword (Adventure, DMG)
- ✦ +2 Mithral Heavy Shield (Adventure, DMG)
- ✦ Amulet of Health +2 (Adventure, DMG)
- ✦ Bracers of Armor +7 (Adventure, DMG)
- ✦ Cloak of Resistance +3 and/or +5 (Adventure, DMG)
- ✦ Necklace of Fireballs - Type 1 (Adventure, DMG)
- ✦ Ring of Protection +3 (Adventure, DMG)

APL 14 (APL 8, 10, 12 Items plus):

- ✦ +1 Acidic Burst Bastard Sword (Adventure, A&EG)
- ✦ +1 Bane (Human) Wounding Sickle (Adventure, DMG)
- ✦ +1 Bane (Human, Dwarf, Elf, Gnome) Necklace of Natural Weapons (4) (Adventure, see above)
- ✦ +1 Shock Thundering Warhammer (Adventure, DMG)
- ✦ +1 Vicious Rapier (Adventure, DMG)
- ✦ +2 Moderate Fortification Full Plate with +1 Frost Armor Spikes (Adventure, DMG)
- ✦ +2 Studded Leather (Adventure, DMG)
- ✦ +3 Merciful Greatsword (Adventure, DMG)
- ✦ Adamantine Full Plate (Adventure, DMG)
- ✦ Bracers of Armor +8 (Adventure, DMG)
- ✦ Necklace of Fireballs - Type II (Adventure, DMG)
- ✦ Persept of Wisdom +2 (Adventure, DMG)
- ✦ Potion of Shield of Faith +5 (Adventure, DMG)
- ✦ Ring of Protection +2 (Adventure, DMG)

APL 16 (APL 8, 10, 12, 14 Items plus):

- ✦ +1 Brilliant Energy Wounding Necklace of Natural Weapons (4) (Adventure, see above)
- ✦ +1 Flaming Short Sword (Adventure, DMG)
- ✦ +1 Spell Storing Light Mace (Adventure, DMG)
- ✦ +2 Bane (Human) Wounding Sickle (Adventure, DMG)
- ✦ +2 Heavy Fortification Full Plate with +1 Frost Keen Armor Spikes (Adventure, DMG)
- ✦ +2 Shock Thundering Warhammer (Adventure, DMG)
- ✦ +3 Mithral Heavy Shield (Adventure, DMG)
- ✦ Amulet of Health +4 (Adventure, DMG)
- ✦ Belt of Giant Strength +4 (Adventure, DMG)
- ✦ Cloak of Charisma +6 (Adventure, DMG)
- ✦ Gloves of Dexterity +6 (Adventure, DMG)
- ✦ Headband of Intellect +4 (Adventure, DMG)
- ✦ Oil of Magic Vestment +5 (Adventure, DMG)
- ✦ Pearl of Power - 2nd level (Adventure, DMG)

TU

Starting TU

2 or 4 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

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

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

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