



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Completed SHE4-05 Advanced Dweomercraft
A Metaregional Adventure
Set in the Sheldomar Valley
And Gained Access to Books



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

☛ **Advanced Dweomercraft:** This book is written in Ancient Suloise and Draconic. This text has a long history among the Suel, having been written by Lek-fo-Alna, one of the apprentices of Abis-Ara-Tmat, who greatly advanced magic among the Suel. Legend claims that Abis-Ara-Tmat was actually the dragon Tiamat disguised as a human. PCs who have already studied *Fundamentals of Dweomercraft* and with the ability to read Ancient Suloise and Draconic can gain the bonuses that the book provides. Spending 2 TUs reading this text increases the competence bonuses to Spellcraft and Knowledge (arcana) from *Fundamentals* by one each (+2 bonus total). A PC who spends 13 TUs and 10,000 gp studying this book gains an additional benefit; all arcane spells of 2nd level cast by this PC have their save DCs increased by 1 (a competence bonus). The book must remain with the reader for the competence bonuses to be in effect.

Market Price: 600 gp; Weight: 5 lbs.

☛ **Bestiary of Kamanvra:** This book is written in Undercommon. Kamanvra was a drow elf who took it upon herself to detail as many of the strange creatures of the UnderOerth as she could. The book is particularly detailed with respect to beholders and their kind. Strangely, mindflayers are not mentioned at all. PCs with the ability to read Undercommon can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (dungeoneering) skill checks. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 400 gp; Weight: 5 lbs.

☛ **Key of Lendor:** This book is written in Ancient Suloise. A cryptic religious text using coded prophetic language. This book collects the cryptic revelations attributed to the Suel prophet Omar-Yi, who claimed to have received them from a servant of Lendor, with knowledge of the future, known as the Delayer. PCs with the ability to read Ancient Suloise can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (the Planes) skill checks. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 400 gp; Weight: 5 lbs.

☛ **Myths of the ur-Folk:** This book is written in Ancient Suloise and Flan. These are Flan tales that seem on the surface to be incredible legends but are actually rooted in the strange truth of the Flanaess early history. PCs with the ability to read Ancient Suloise or Flan can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (history) skill checks when dealing only with topics related to the Flan. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 300 gp; Weight: 5 lbs.

☛ **Recipes of Bartram:** This book is written in Draconic. This book contains innovative formulas for alchemical items. PCs with the ability to read Draconic can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Craft (alchemy) skill checks. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 400 gp; Weight: 5 lbs.

☛ **The Suel Chronicle:** This book is written in Ancient Suloise. This musty tome contains a text that was a standard work in the Suel Empire, detailing listing the birth, accession, and death dates of each Suel Emperor from SR 1102 to SR 4990, a century prior to the Twin Cataclysms. The first chapter contains a description of the foundation of the Suel Empire considered by many to be embellished. PCs with the ability to read Ancient Suloise can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (history) skill checks when dealing only with topics related to the Suel. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 300 gp; Weight: 5 lbs.

☛ **Utterances of Dahlver-Nar:** This book is written in Celestial. A collection of sayings attributed to Dahlver-Nar, of which about half reflect things he actually said. Many are moral and ethical in nature, comporting with an ethos of goodness tending toward neutrality. Clerics of extremist sects of Lawful or Chaotic religions, like Pholtus or Tritherion, consider it heretical. PCs with the ability to read Celestial can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (religion) skill checks. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 400 gp; Weight: 5 lbs.

☛ **Heroes of the Keogh:** This book is written in Old Oeridian. This book recounts the heroic exploits of the Keogh Oeridian tribes who migrated into the Sheldomar. PCs with the ability to read Old Oeridian can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (history) skill checks when dealing only with topics related to the Oeridians. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 300 gp; Weight: 5 lbs.

☛ **Queen of Nine Rubies:** This book is written in Ancient Suloise. An epic romance story sacred to Wee Jas, prior to her taking on the aspect of death. The origin of her title as Queen of Nine Rubies is drawn from this text. Many copies of this are available, but this is exceptionally well preserved, and would be one of the oldest manuscripts extant. PCs with the ability to read Ancient Suloise can gain the competence bonus that the book provides. Spending 2 TUs reading this text gives the owner a +2 competence bonus to their Knowledge (religion) skill checks. The book must remain with the reader for the competence bonus to be in effect.

Market Price: 400 gp; Weight: 5 lbs.

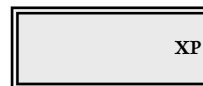


Adventure Record#

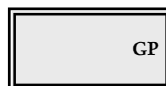
594 CY
ADVENTURE



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL