



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
SHE4-07 A Matter of Trust
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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____
DM: _____ Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

☛ **Ire of House Je'thliss:** For disrupting the plans of House Je'thliss at Darkcrypt, this powerful tribe of yuan-ti declares you an enemy and will target you in the future.

☛ **Seeker of the Song:** You have been exposed to the primal music, having heard a yuan-ti seeker use his music abilities.

☛ **Favor of Drawmij:** This favor counts as an Influence Point with Drawmij. The PC can ask Drawmij to cancel the favor and instead offer the PC the chance (Frequency: Any) to purchase any one LG-legal rod, staff, or ring of value 30,000 gp or less from the DMG, the Complete series, or the Races series. If used this way, the PC spends 2 TUs arranging for the purchase of the item with Drawmij (by throwing a message in a bottle into the Azure Sea and then traveling some great distance to pick the item up). Please list the item purchased here: _____

☛ **Ire of Drawmij:** If this PC possesses any Favors or Influence Points with Drawmij, void both this ire and all of those favors and influence points. If this PC does not possess any such favors or influence points, they earn Drawmij's ire until such a time as they earn a favor or influence point that can void this ire (as detailed above). While suffering the ire of Drawmij, this PC may not spend any favors or influence points they might possess with the Circle of Eight. Furthermore, every time this PC attempts to purchase a magic item while adventuring in the Sheldomar Valley Metaregion, they must roll a d8. On a roll of a 1, Drawmij learns of the purchase and uses his influence to make the purchase cost 10% more than it normally would.

☛ **Token of Tysiln:** This token bears Tysiln San's personal sigil. It is a means for Tysiln to contact this PC in the future as well as a mark of a favor owed the PC.

☛ **Ire of Tysiln:** This PC refused to turn the well over to Tysiln and incurred her ire. What effects Tysiln's ire will have are unknown to the PC at this time.

☛ **Favor of the Silent Ones:** You may expend this favor to gain access to purchase one NPC spellcasting of the wish spell (21st level caster) at standard costs. Using the favor in this way costs 12 additional TUs, and it may only be used for the purposes of removing curses, negative spell effects, or other similar problems. Mark this favor as USED when it has been consumed and notify the Keoland Triad of its use. This favor may have other uses in the future.

☛ **Favor of the Knights of Luna:** The Knights wish to reward this PC for providing important information on the security of the region. They call on the craftsmen and artisans of the Faerie Kingdom of Celene to make suitable rewards. This favor may be exchanged for access (Frequency: Adventure) to purchase any four items listed below (circle them). All items purchased will be engraved with prominent sigils of the Knights of Luna. Mark this favor as USED after it is used. The items available are: elven chain, boots of elvenkind, cloak of elvenkind, armor of the unending hunt (CW), elven lightblade (CW), elven thinblade (CW), elven double bow (A&EG), elven rope (A&EG), elven tree tent (A&EG), elven mead (A&EG), elven alecian wine (A&EG), elven moonrop (A&EG), forester's cloak (A&EG), bow of songs (CV), elven leaf arrow (A&EG) – limit 5 arrows, Larethian protector (A&EG).

☛ **Boon of the Knights of Luna:** The Knights wish to reward this PC for providing crucial information on the security of the region. They call on the craftsmen and artisans of the Faerie Kingdom of Celene to make suitable rewards. This favor may be exchanged for access (Frequency: Adventure) to purchase any eight items listed below (circle them). All items purchased will be engraved with prominent sigils of the Knights of Luna. Mark this favor as USED after it is used. The items available are: elven chain, boots of elvenkind, cloak of elvenkind, armor of the unending hunt (CW), elven lightblade (CW), elven thinblade (CW), elven double bow (A&EG), elven rope (A&EG), elven tree tent (A&EG), elven mead (A&EG), elven alecian wine (A&EG), elven moonrop (A&EG), forester's cloak (A&EG), bow of songs (CV), elven leaf arrow (A&EG) – limit 5 arrows, Larethian protector (A&EG).

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

APL 12
max 1,575 xp; 3,300 gp

APL 14
max 1,800 xp; 6,600 gp

APL 16
max 2,025 xp; 9,900 gp

ITEMS FOUND DURING THE ADVENTURE

(Cross off all items NOT found)

APL 6/8:

- ☛ +1 Mithral Chain Shirt (Adventure, DMG)
- ☛ Hat of Disguise (Adventure, DMG)
- ☛ Mithral Breastplate (Adventure, DMG)
- ☛ Mithral Chain Shirt (Adventure, DMG)
- ☛ Well of Many Worlds (Adventure, DMG)

APL 10 (all items from APL 6/8, 10 plus):

- ☛ Wand of Greater Invisibility (7th level caster, Adventure, DMG)

APL 12 (all items from APL 6/8, 10 plus):

- ☛ Boots of Striding and Springing (Adventure, DMG)
- ☛ Cloak of Resistance +2 (Adventure, DMG)
- ☛ Instruments of the Bards, Mac-Fuirmidh Cithern (Adventure, CA)
- ☛ Lesser Bracers of Archery (Adventure, DMG)
- ☛ Masterwork Composite Longbow, +5 Str Bonus (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ☛ Pearl of Power, 1st Level Spell (Adventure, DMG)
- ☛ Pearl of Power, 2nd Level Spell (Adventure, DMG)
- ☛ Potion of Shield of Faith +5 (Adventure, DMG)

APL 14 (all items from APL 6/8, 10, 12 plus):

- ☛ +1 Bane (Elf) Scimitar (Adventure, DMG)
- ☛ +1 Corrosive Composite Longbow, +4 Str Bonus (Adventure, A&EG)
- ☛ +1 Frost Scimitar (Adventure, DMG)
- ☛ +1 Mithral Breastplate (Adventure, DMG)
- ☛ +1 Shadow Studded Leather (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +3 (Adventure, DMG)
- ☛ Quiver of Ehlonna (Adventure, DMG)
- ☛ Ring of Protection +2 (Adventure, DMG)
- ☛ Wand of Cure Critical Wounds (7th level caster, Adventure, DMG)
- ☛ Wand of Cure Serious Wounds (5th level caster, Adventure, DMG)
- ☛ Wand of Dominate Person (7th level caster, Adventure, DMG)
- ☛ Wand of Resounding Bolt (7th level caster, Adventure, CA)

APL 16 (all items from APL 6/8, 10, 12, 14 plus):

- ☛ +1 Acidic Burst Composite Longbow, +4 Str Bonus (Adventure, A&EG)
- ☛ +1 Bane (Human) Scimitar (Adventure, DMG)
- ☛ +1 Icy Burst Scimitar (Adventure, DMG)
- ☛ Deck of Illusions (Adventure, DMG)
- ☛ Horn of Fog (Adventure, DMG)
- ☛ Ioun Stone, Dusty Rose Prism (Adventure, DMG)
- ☛ Oil of Greater Magic Weapon +5 (Adventure, DMG)
- ☛ Potion of Greater Magic Fang +3 (Adventure, DMG)
- ☛ Ring of Protection +3 (Adventure, DMG)
- ☛ Wand of Unlock (7th level caster, Adventure, CA)
- ☛ Wand of Wave of Grief (3rd level caster, Adventure, CD)

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

1 or 2 TU

TU Cost

- TU

Added TU Costs

GP

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed the Optional Encounter
In SHE4-07 A Matter of Trust
A Metaregional Adventure
Set in the Sheldomar Valley



Play Notes:

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594 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____
DM: _____
Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

■ **Hatred of House Je'thliss:** For ruining the plans of House Je'thliss at Darkcrypt, this powerful tribe of yuan-ti declares you a mortal foe and will do all in their power to destroy you and anything you hold dear.

■ **Myclena's Spellbooks:** This PC gains access to one or more of Mycelena's spellbooks (the one at the APL played and all those at lower APLs):

- APL 6: 3rd – ectoplasmic feedback (Libris Mortis), gentle repose, halt undead, ray of exhaustion, vampiric touch. Market Price: 750 gp; Weight: 3 lbs.
- APL 8: 4th – animate dead, bestow curse, bloodstar (Libris Mortis), contagion, enervation, fear. Market Price: 1,200 gp; Weight: 3 lbs.
- APL 10: 5th – blight, kiss of the vampire (Libris Mortis), magic jar, symbol of pain, waves of fatigue. Market Price: 1,250 gp; Weight: 3 lbs.
- APL 12: 6th – circle of death, create undead, eyebite, spectral touch (Libris Mortis), symbol of fear, undeath to death. Market Price: 1,800 gp; Weight: 3 lbs.
- APL 14: 7th – control undead, finger of death, ghost trap (Libris Mortis), symbol of weakness, waves of exhaustion. Market Price: 1,750 gp; Weight: 3 lbs.
- APL 16: 8th – clone, create greater undead, ghostform (Libris Mortis), horrid wilting, symbol of death. Market Price: 2,000 gp; Weight: 3 lbs.

APL 6
max 450 xp; 450 gp

APL 8
max 562 xp; 650 gp

APL 10
max 675 xp; 1,150 gp

APL 12
max 787 xp; 1,650 gp

APL 14
max 900 xp; 3,300 gp

APL 16
max 1,012 xp; 4,950 gp

ITEMS FOUND DURING THE ADVENTURE

(Cross off all items **NOT** found)

- APL 6:**
- ❖ +1 Large Heavy Steel Shield (Adventure, DMG)
 - ❖ +1 Large Scimitar (Adventure, DMG)
 - ❖ Brooch of Shielding (Adventure, DMG)
 - ❖ Ghost Oil (Adventure, Libris Mortis)
 - ❖ Goggles of Lifesight (Adventure, Libris Mortis)
 - ❖ Mycelena's Spellbooks (Adventure, see above)

- APL 8** (all items from APL 6 plus):
- ❖ Cloak of Resistance +2 (Adventure, DMG)
 - ❖ Lyre of the Restful Soul (Adventure, Libris Mortis)
 - ❖ Nycoptic Manuscripts (Adventure, Libris Mortis)

- APL 10** (all items from APL 6, 8 plus):
- ❖ Circlet of Persuasion (Adventure, DMG)
 - ❖ Globe of Sunlight (Adventure, Libris Mortis)
 - ❖ Oil of Greater Magic Weapon +4 (Adventure, DMG)
 - ❖ Ring of Counterspells (Adventure, DMG)

- APL 12** (all items from APL 6, 8, 10 plus):
- ❖ +1 Light Fortification Large Heavy Steel Shield (Adventure, DMG)
 - ❖ Cloak of Resistance +3 (Adventure, DMG)
 - ❖ Elemental Gem, Earth (Adventure, DMG)
 - ❖ Ghost Net (Adventure, Libris Mortis)
 - ❖ Nightstick (Adventure, Libris Mortis)
 - ❖ Oil of Greater Magic Weapon +5 (Adventure, DMG)

- APL 14** (all items from APL 6, 8, 10, 12 plus):
- ❖ +1 Keen Large Scimitar (Adventure, DMG)
 - ❖ Boots of Speed (Adventure, DMG)
 - ❖ Scepter of the Netherworld (Adventure, Libris Mortis)
 - ❖ Shadow Veil (Adventure, Libris Mortis)

- APL 16** (all items from APL 6, 8, 10, 12, 14 plus):
- ❖ Eyes of Doom (Adventure, DMG)
 - ❖ Ghost Shroud (Adventure, Libris Mortis)
 - ❖ Pearl of Power, 6th Level Spell (Adventure, DMG)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

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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 or 2 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