



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
SHE4-03 Breaking Point
A Metaregional Adventure
Set in the Sheldomar Valley



Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

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)

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

APL 18

max 2,250 xp; 17,000 gp

Cross out any game effects this character does not gain.

✦ *Renown of the Sheldomar Valley:* For demonstrating bravery and fortitude in rescuing representatives from several nations from a fate worse than death, this PC has been widely recognized by those saved. The PC receives a +2 circumstance bonus to skill checks relating to interpersonal contact (Diplomacy, Sense Motive, Bluff, and Intimidate) with authorities of all the Sheldomar Valley nations, the Knights of the Watch/Dispatch, and the Knights of Luna. Fame is fleeting, so this benefit expires one calendar year from the date on this AR. If the PC participated in the companion Interactive, *Cry of Despair*, then their reputation is improved further, increasing the circumstance bonus to +3 and its lifespan to two calendar years from the date on this AR.

✦ *Favor of the Knights of Luna:* The Knights wish to reward the daring and selflessness of this PC and inspire others to like deeds. They call on the craftsmen and artisans of the ancient realm of Celene to make suitable rewards. This favor may be exchanged for access (Frequency: Adventure) to purchase any four items listed below (circle them). PCs who participated in the companion Interactive, *Cry of Despair*, gain more complete access from this favor; they may gain access (Frequency: Adventure) to purchase all items listed below instead of just four. 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, boot of elvenkind, cloak of elvenkind, armor of the unending hunt (CW), elven lightblade (CW), elven thinblade (CW), elven double bow (AG-EG), elven rope (AG-EG), elven tree tent (AG-EG), elven mead (AG-EG), elven alecian wine (AG-EG), elven moondrop (AG-EG), forester's cloak (AG-EG), bow of songs (AG-EG), elven leaf arrow (AG-EG) – limit 5 arrows, Lathelrian protector (AG-EG).

✦ *Favor of Duke Luschan of Gradsul:* The Duke is pleased that you have salvaged his assemblage and is keen to reward you in a public manner. A PC who died in his "extended service" in this scenario will be raised at the Duke's expense and lauded for their sacrifice. This consumes this favor. This favor may also be exchanged for access (Frequency: Adventure) to purchase any one cape, cloak, shirt, or robe listed below at a 10% discount negotiated by the Duke's seneschal (circle the one selected). PCs who participated in the companion Interactive, *Cry of Despair*, gain more complete access from this favor; they may gain access (Frequency: Adventure) to purchase any two capes, cloaks, shirts, or robes listed below at a 10% discount negotiated by the Duke's seneschal (circle the one selected). All items purchased will be patterned in the Duke's colors with the symbol of his house prominently displayed on the visible side. Mark this favor as USED after it is used. The items available are: cape of the mountebank, cloak of arachnida, cloak of the bat, cloak of charisma, cloak of displacement, minor, cloak of elvenkind, cloak of the marita ray, cloak of resistance (+1 to +5), robe of blending, robe of scintillating colors, robe of useful items, cloak of elemental protection (MH), cloak of thorns (MH), shirt of resilience (MH), cloak of shelter (AG-EG), dragonhide mantle (Draconomicon), mantle of the silver wyrm (Draconomicon).

✦ *Favor of the Knights of the Watch/Dispatch:* The Knighthood was in danger of losing a major engagement and is eternally grateful for the heroic actions of the PC. As such, Knight Commander Wainwright, Monster of the Earth, presents the heroes with a chalice (no gp value) commemorating their feats of arms this day. This chalice may be redeemed at any of the Knighthood's armories in exchange for access (Frequency: Adventure) to an upgrade (listed below) to the PC's arms or armor. PCs who participated in the companion Interactive, *Cry of Despair*, are further recognized with a signet ring of platinum (no gp value). This ring may be redeemed with the chalice to increase the list of upgrades available and to allow a second pick off the list. Circle the upgrade access gained and mark this favor as USED after it is used. The upgrades available from the chalice are: +1 enhancement bonus (armor/shield/weapon); +2 enhancement bonus (armor/shield/weapon); armor special abilities: light fortification, spell resistance (13), glamered, slick, shadow, silent moves; shield special abilities: arrow catching, bashing, blinding, light fortification, arrow deflection, animated, spell resistance (13); weapon special abilities: any DMG +1 or +2 bonus equivalent (excluding vicious, unholy, and wounding). The upgrades available if the signet ring is also redeemed are: +3 enhancement bonus (armor/shield/weapon); armor special abilities: improved slick, improved shadow, improved silent moves, acid resistance, cold resistance, electricity resistance, fire resistance, sonic resistance, ghost touch, invulnerability, moderate fortification, spell resistance (15), wild; shield special abilities: acid resistance, cold resistance, electricity resistance, fire resistance, sonic resistance, ghost touch, moderate fortification, spell resistance (15), wild; weapon special abilities: speed.

✦ *Favor of Duke Gremowin of the Duchy of Ulek:* The relieved host of the assemblage has personally appeared to express his gratitude to the PCs for their decisiveness and daring-do. He expresses a desire to reward the valor of the PC through his many benevolent contacts in the area. As such, his Lord of Embassy will be directed to establish the PC's desire and then act on it. This favor may be exchanged for access (Frequency: Adventure) to purchase any one masterwork or +1 PH-standard weapon, shield, or armor composed of one of the materials listed below at a 10% discount negotiated by the Duke's seneschal (circle the material selected). PCs who participated in the companion Interactive, *Cry of Despair*, are treated even more regally; the discount increases to 20% and the PC may choose access to two items, each made of the same or a different material (circle the materials selected). All items purchased will be marked with the symbol of the Duke's house prominently displayed. Mark this favor as USED after it is used. The materials available are: adamantite, dragonhide, mithral, darkwood, solarian truesteel (AG-EG), bronzewood (AG-EG), ysgardian heartwire (AG-EG).

✦ *Ring of Resilience:* This ring is reddish-brown and lumpy, resembling a scab around the wearer's finger. The wearer of the ring automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The ring doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding (such as damage caused by the horned devil's infernal wound ability), is negated for the wearer of the ring, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that from a wounding weapon. Moderate conjuration; CL 12th; Forge Ring, heal; Price 22,500 gp; Weight 0 lbs.

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

APL 6:

- ✦ Arcane Scroll of Alter Self (Adventure, 3rd level caster, DMG)
- ✦ Bag of Holding – Type II (Adventure, DMG)
- ✦ Dust of Tracelessness (Adventure, DMG), Necklace of Adaptation (Adventure, DMG)
- ✦ Ranzak's Spellbook I (Adventure, see spellbook attachment)

APL 8 (APL 6 Items plus):

- ✦ Dahkto's Spellbook I (Adventure, see spellbook attachment)
- ✦ Eyes of the Eagle (Adventure, DMG)
- ✦ Oil of Align Weapon (Evil) (Adventure, 3rd level caster, as per DMG, Price: 300 gp)
- ✦ Ranzak's Spellbook II (Adventure, see spellbook attachment)
- ✦ Wand of Cure Light Wounds (Adventure, 1st level caster, DMG)

APL 10 (APL 6, 8 Items plus):

- ✦ +1 Bane (Human) Heavy Flail (Adventure, DMG)
- ✦ +1 Large Greatsword (Adventure, DMG), +1 Large Mithral Breastplate (Adventure, DMG)
- ✦ Cloak of Charisma +4 (Adventure, DMG), Cloak of Displacement, Minor (Adventure, DMG)
- ✦ Cloak of Resistance +2 (Adventure, DMG), Dusty Rose Ioun Stone (Adventure, DMG)
- ✦ Hat of Disguise (Adventure, DMG), Pink Ioun Stone (Adventure, DMG)
- ✦ Ranzak's Spellbook III (Adventure, see spellbook attachment)
- ✦ Ring of Protection +2 (Adventure, DMG)
- ✦ Utheniak's Spellbook I (Adventure, see spellbook attachment)
- ✦ Wand of Invisibility (Adventure, 3rd level caster, DMG)
- ✦ Wand of Magic Missile (Adventure, 5th level caster, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- ✦ Dahkto's Spellbook II (Adventure, see spellbook attachment)
- ✦ Headband of Intellect +4 (Adventure, DMG)
- ✦ Ranzak's Spellbook IV (Adventure, see spellbook attachment)
- ✦ Ring of Resilience (Adventure, see above)
- ✦ Winged Boots (Adventure, DMG)

APL 14 (APL 6, 8, 10, 12 Items plus):

- ✦ +2 Mithral Full Plate (Adventure, DMG), +3 Adamantine Greatsword (Adventure, DMG)
- ✦ Cloak of Resistance +3 (Adventure, DMG)
- ✦ Dahkto's Spellbook III (Adventure, see spellbook attachment)
- ✦ Ranzak's Spellbook V (Adventure, see spellbook attachment)

APL 16 (APL 6, 8, 10, 12, 14 Items plus):

- ✦ +1 Keen Battleaxe (Adventure, DMG), +2 Breastplate (Adventure, DMG)
- ✦ Arcane Scroll of Cloudkill (Adventure, 9th level caster, DMG)
- ✦ Belt of Giant Strength +4 (Adventure, DMG)
- ✦ Collar of Resistance +2 (Adventure, MoTW)
- ✦ Dahkto's Spellbook IV (Adventure, see spellbook attachment)
- ✦ Metamagic Rod, Maximize, Lesser (Adventure, DMG)
- ✦ Metamagic Rod, Quickened (Adventure, see spellbook attachment)
- ✦ Ranzak's Spellbook VI (Adventure, see spellbook attachment)
- ✦ Ring of Protection +3 (Adventure, DMG)
- ✦ Utheniak's Spellbook II (Adventure, see spellbook attachment)

APL 18 (APL 6, 8, 10, 12, 14, 16 Items plus):

- ✦ +2 Hide Armor (Adventure, DMG), Boots of Elvenkind (Adventure, DMG)
- ✦ Brooch of Shining (Adventure, DMG), Cloak of Elvenkind (Adventure, DMG)
- ✦ Cloak of Resistance +4 (Adventure, DMG)
- ✦ Collar of Resistance +3 (Adventure, MoTW)
- ✦ Druid's Vestment (Adventure, DMG), Gloves of Arrow Snaring (Adventure, DMG)
- ✦ Headband of Intellect +6 (Adventure, DMG), Lantern of Revealing (Adventure, DMG)
- ✦ Metamagic Rod, Quickened (Adventure, DMG), Periap of Wisdom +4 (Adventure, DMG)
- ✦ Ranzak's Spellbook VII (Adventure, see spellbook attachment)
- ✦ Wand of Cure Moderate Wounds (Adventure, 3rd level caster, DMG)

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

I or 2 TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP Gained

XP

FINAL XP TOTAL



This Record Certifies that

Played by _____

Player

RPGA #

**Has Completed SHE4-03 Breaking Point
A Metaregional Adventure
Set in the Sheldomar Valley
And Gained Access to Spellbooks**



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

**594 CY
ADVENTURE**

Cross out any game effects this character does not gain.

☛ Ranzak's Spellbook I: 1st--grease, mage armor, ray of enfeeblement, unseen servant; 2nd—glitterdust, mirror image, see invisible; 3rd—dispel magic, slow. Market Price: 800 gp; Weight: 3 lbs.

☛ Ranzak's Spellbook II: 2nd—flaming sphere; 4th—confusion, greater invisibility. Market Price: 500 gp; Weight: 3 lbs.

☛ Ranzak's Spellbook III: 1st-- shield; 3rd—haste; 4th—solid fog; 5th—improved blink (CD), baleful polymorph. Market Price: 900 gp; Weight: 3 lbs.

☛ Ranzak's Spellbook IV: 6th—contingency, disintegrate, flesh to stone. Market Price: 900 gp; Weight: 3 lbs.

☛ Ranzak's Spellbook V: 3rd—fly; 5th—Mordenkainen's private sanctum; 6th—repulsion; 7th—forcecage, prismatic spray. Market Price: 1,400 gp; Weight: 3 lbs.

☛ Ranzak's Spellbook VI: 5th—hold monster; 6th—greater dispel magic; 7th—spell turning; 8th—Bigby's clenched fist, Otto's irresistible dance. Market Price: 1,700 gp; Weight: 3 lbs.

☛ Ranzak's Spellbook VII: 4th—dimension door; 8th—horrid wilting; 9th—wail of the banshee. Market Price: 1,050 gp; Weight: 3 lbs.

☛ Dahkto's Spellbook I: 1st--grease, mage armor, ray of enfeeblement, unseen servant; 2nd—glitterdust, mirror image, see invisible; 3rd—dispel magic, slow. Market Price: 800 gp; Weight: 3 lbs.

☛ Dahkto's Spellbook II: 1st-- shield; 2nd—flaming sphere; 3rd—fireball, haste; 4th—confusion, greater invisibility, solid fog; 5th—improved blink (CD), baleful polymorph, cone of cold; 6th—contingency, disintegrate, flesh to stone. Market Price: 2,700 gp; Weight: 3 lbs.

☛ Dahkto's Spellbook III: 3rd—fly; 5th—Mordenkainen's private sanctum; 6th—repulsion; 7th—forcecage, prismatic spray. Market Price: 1,400 gp; Weight: 3 lbs.

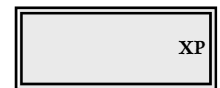
☛ Dahkto's Spellbook IV: 5th—hold monster; 6th—greater dispel magic; 7th—spell turning; 8th—Bigby's clenched fist, Otto's irresistible dance. Market Price: 1,700 gp; Weight: 3 lbs.

☛ Utheniak's Spellbook I: 1st—burning hands, enlarge person, expeditious retreat, feather fall, mage armor, magic missile, protection from good, ray of enfeeblement, shield, shocking grasp; 2nd—bear's endurance, glitterdust, Melf's acid arrow, scorching ray; 3rd—dispel magic, haste. Market Price: 1,200 gp; Weight: 3 lbs.

☛ Utheniak's Spellbook II: 3rd—displacement, greater magic weapon; 4th—greater invisibility, solid fog. Market Price: 700 gp; Weight: 3 lbs.



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL