



# This Record Certifies that

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

**Has Completed**  
**SHE4-06 Dark Clouds Over Istivin**  
**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 # \_\_\_\_\_

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.*

✦ **Mithral Grave Marker of Flavius:** This PC took the mithral grave marker. This provides the PC with access (Frequency: Any) to purchase any one mithral version of a PH weapon, armor, or shield. However, the PC's mind is troubled by the dreams of seven caged birds who sing of grave robbers and punishments. This preys on the PC's mind, resulting in a -4 circumstance penalty to all Will saves from the point at which the grave marker was taken until this penalty is removed. To remove this penalty, the PC must seek an *atonement* (or wish or miracle) spell and then remove (without gaining anything for it) all of the mithral from his or her possession.

✦ **Stories of the Harp:** You may spend up to 4 additional TUs in the company of the harp, Silsellay. She provides you with a treasure trove of stories to increase your repertoire. This PC gains a +1 circumstance bonus to all Perform checks for each TU spent with her.

✦ **Favor of the Bitter Wind (Genie):** The true nature of this favor is yet to be revealed. For the time-being, this PC gains a +2 circumstance bonus to all Cha-based checks when dealing with Auran speakers.

✦ **Gift of the Sky-Boat:** This is a tiny cloud replica of a small sail boat. You are not certain of its use, but you suspect it will come in handy in the future.

✦ **Lord Stalwart of Sterich:** Sterich provides this PC with their own Bannerman to ensure that their newly ennobled status is recognized. Bannerman acts as herald, butler, tutor and confidante. The Bannerman provides for all life-style expenses as the Lord need not trouble himself with such trifling amounts. This provides free luxury life-style within the Sheldomar Valley for all characters who were Lords Errant; all others get free rich (luxury within Sterich) lifestyle within the Sheldomar Valley. This effect lasts until Sterich is given cause to strip you of the title for inappropriate behavior (DM's discretion). The Bannerman will tutor you in your duties as a Lord. This requires 4 additional TUs of study and gives you a +4 circumstance bonus to Knowledge (nobility and royalty) checks in the Sheldomar Valley.

✦ **Flavius' Boots of Speed/Flavius' Bracers of Armor +6:** These items were supposedly cured of curses. For some reason, you are not convinced they are completely safe. For now, they function exactly as the standard items they are named after in the DMG.

✦ **Favor of the Four Armies:** This is a clandestine commendation from some elements of the leadership of the four armies opposing the giants. They note that you took a strong leadership decision even at the cost of your own personal popularity. This PC gains access (Frequency: Metaregional, Regional (Sheldomar Valley regions)) to purchase an upgrade to any one magical item chosen from the following list: weapon, armor, shield, ring of protection or cloak of resistance. It only affects enhancement bonuses for armor, shield or weapon. This upgrade may not result in a final bonus in excess of +5. Note the AR this favor was used on here: \_\_\_\_\_

✦ **Hatred of Sterich:** Since you were identified as a cause in the ruination of Sterich, you may no longer play any adventures set in Sterich. If an adventure unexpectedly moves into Sterich, you may not enter the nation, on penalty of permanent PC death. During any adventure set in the Sheldomar Valley, there is a 50% chance of being noticed (Bluff check DC 25 to avoid) as one of the Wreckers of Sterich. If discovered, then all Cha-based skill checks during that adventure are at a -8 modifier as you are titled a Bane of Sterich. You may wear colors openly as a Lord Sinister of Sterich, in which case you always receive the penalty, but it is reduced to -4. In either case, for the Intimidate skill only, a +4 circumstance bonus replaces the penalty as people fear your proven ruthlessness.

✦ **Golden Celestial Lion's Tooth:** As per a stone of good luck (luckstone) with the following changes: the bonus is sacred rather than luck, the tooth only works for good and neutral-aligned PCs, and the PC's teeth always appear dazzling/sparkling when he carries the tooth.

✦ **Decaying Celestial Lion's Tooth:** As per a stone of good luck (luckstone) with the following changes: the bonus is profane rather than luck, the tooth only works for evil and neutral-aligned PCs, and the PC's teeth always appear discolored/diseased when he carries the tooth.

✦ **Small Leather Purse:** You took a small leather purse with the dedication "To Flavius, With wishes for a fine hoard in time, Bucknard" from the dragon's hoard. It radiates faint indeterminate magic, as if its powers have faded and are almost dead.

### ITEMS FOUND DURING THE ADVENTURE

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

APL 6/8:

- ✦ +1 Gargantuan Shock Thundering Morningstar (Adventure, DMG)
- ✦ +1 Huge Full Plate (Adventure, DMG)
- ✦ Decaying Celestial Lion's Tooth (Adventure, see above, Price: 20,000 gp)
- ✦ Flavius' Boots of Speed (Adventure, see above, Price: 12,000 gp)
- ✦ Flavius' Bracers of Armor +6 (Adventure, see above, Price: 36,000 gp)
- ✦ Golden Celestial Lion's Tooth (Adventure, see above, Price: 20,000 gp)
- ✦ Metamagic Rod, Extend, Lesser (Adventure, DMG)
- ✦ Ring of Protection +2 (Adventure, DMG)

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

- ✦ Metamagic Rod, Extend (Adventure, DMG)
- ✦ Ring of Force Shield (Adventure, DMG)
- ✦ Ring of Energy Resistance, Minor - Cold (Adventure, DMG)

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

- ✦ Pearl of Power - 5<sup>th</sup> level (Adventure, DMG)
- ✦ Pearl of Power - 6<sup>th</sup> level (Adventure, DMG)
- ✦ Periapt of Wisdom +4 (Adventure, DMG)
- ✦ Ring of Chameleon Power (Adventure, DMG)

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

- ✦ +1 Gargantuan Shocking Burst Thundering Morningstar (Adventure, DMG)
- ✦ Metamagic Rod, Extend, Greater (Adventure, DMG)
- ✦ Ring of Counterspells (Adventure, DMG)
- ✦ Ring of Spell Storing, Minor (Adventure, DMG)

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

- ✦ +1 Gargantuan Ghost Touch Shocking Burst Thundering Morningstar (Adventure, DMG)
- ✦ Boots of Speed (Adventure, DMG)
- ✦ Ring of Wizardry I (Adventure, DMG)
- ✦ Scarab of Protection (Adventure, DMG)

TU

Starting TU

1 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

### 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