



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:

- 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.

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.

Mycelena'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)

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

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value