



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed

SHE6-02 Brooding Boughs

A Metaregional Adventure

Set in the Suss Forest



Event: _____ Date: _____

DM: _____

Signature

RPGA #

Play Notes:

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

Home Region _____

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Cross out any game effects this character does not gain.

➤ **Gratitude of Amerayne:** You gain access (Frequency: Metaregional) to purchase any of the following, even though you are an outlander. Items may be masterwork quality and of any material to which the PC has access: upgrade an existing pair of magical boots with the additional benefits of the abilities of a pair of boots of elvenkind (upgrade costs 5,000 gp, item becomes non-standard), upgrade an existing magical cloak with the additional benefits of the abilities of a cloak of elvenkind (upgrade costs 5,000 gp, item becomes non-standard), elven thinblade (RotW), elven rope (A&EG), elven chain, oathbow, bowstaff (A&EG), forestwarden shroud armor modification (RotW), wand of woodland veil (CL 3rd, RotW), wand of easy trail (CL 3rd, SC), survival pouch (RotW). You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this gratitude.

➤ **Favor of Amerayne:** You gain access (Frequency: Metaregional) to purchase any of the following, even though you are an outlander. Items may be masterwork quality and of any material to which the PC has access: elven lightblade (RotW), elven courtblade (RotW), swordbow (RotW), leafweave armor special material (RotW), elven leaf arrow (A&EG; Limit 5), boots of striding and springing, ring of freedom of movement, woodwalk armor special ability upgrade (RotW), wand of mass lesser vigor (CL 5th, SC). You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this gratitude. Amerayne also gifts you with a small token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of divination and conjuration magic.

➤ **Elbron's Spellbooks:** You have found the spellbooks of Elbron. There are a total of four spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC} Spell Compendium, ^{ROD} Races of Destiny):

- Spellbook I: 1st – charm person, distract assailant^{SC}, identify, grease, locate city^{ROD}; 2nd – augury, bear's endurance, detect thoughts, false life, fox's cunning; 3rd – dispel magic, divination, haste, stinking cloud; 4th – arcane eye, greater invisibility, scrying; 5th – commune, teleport. Price: 2,450 gp; Weight: 3 lbs.
- Spellbook II: 1st – mage armor, protection from good, ray of enfeeblement, shield, scholar's touch^{ROD}; 2nd – glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy, web; 3rd – arcane sight, bands of steel^{SC}, clairvoyance/clairaudience; 4th – detect scrying, Evard's black tentacles, solid fog; 5th – telekinesis, Rary's telepathic bond. Price: 2,300 gp; Weight: 3 lbs.
- Spellbook III: 2nd – command undead; 5th – dominate person, refusal^{SC}; 6th – legend lore, true seeing. Price: 1,200 gp; Weight: 3 lbs.
- Spellbook IV: 3rd – fly, shadow binding^{SC}; 4th – burning blood^{SC}, polymorph; 6th – repulsion, summon monster VI; 7th – greater arcane sight, limited wish, reverse gravity. Price: 2,350 gp; Weight: 3 lbs.

➤ **Contact with the Tree Dwellers:** This PC ended this adventure with the following relations with the araneas of the Suss Forest (circle one): Hostile, Unfriendly, Indifferent, Friendly, Helpful.

➤ **Commendation of the Knights of Luna:** This elven or half-elven PC has been formally commended by Knight Laith Filiadir. He recommends to his peers that you be contacted when they have an opening for squires.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10:

- ❖ +1 Large Glamer'd Dragonhide Breastplate (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Dispel Magic (CL 9th; Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Transdimensional Solid Fog (CL 9th; Adventure; Complete Divine)
- ❖ Arcane Scroll of Transdimensional Web (CL 5th; Adventure; Complete Divine)
- ❖ Bag of Holding, Type I (Adventure; Dungeon Master's Guide)
- ❖ Elbron's Spellbook I (Adventure; See Above)
- ❖ Elbron's Spellbook II (Adventure; See Above)
- ❖ Divine Scroll of Chain of Eyes (CL 5th; Adventure; Spell Compendium)
- ❖ Divine Scroll of Commune with Nature (CL 10th; Adventure; DMG)
- ❖ Divine Scroll of Summon Nature's Ally VI (CL 11th; Adventure; DMG)
- ❖ Eyes of the Eagle (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Token, Bird (Adventure; Dungeon Master's Guide)

APL 12 (all of APL 10 plus the following):

- ❖ Bag of Tricks, Tan (Adventure; Dungeon Master's Guide)
- ❖ Elbron's Spellbook III (Adventure; See Above)
- ❖ Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Token, Whip (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 10, 12 plus the following):

- ❖ Elbron's Spellbook IV (Adventure; See Above)
- ❖ Flask of Curses (Adventure; Dungeon Master's Guide)
- ❖ Headband of Intellect +6 (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 2nd Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 3rd Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Periapt of Wisdom +4 (Adventure; Dungeon Master's Guide)
- ❖ Wand of Cure Moderate Wounds (CL 3rd; Adventure; Dungeon Master's Guide)

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

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL