



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed SHE6-02 Brooding Boughs
A Metaregional Adventure
Set in the Suss Forest
And Defeated or Assisted the Araneas



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)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 10

Cross out any game effects this character does not gain.

➤ **Favor of the Tree Dwellers:** In appreciation for your actions against the orcs plaguing their tribal lands, the araneas honor you with their friendship, their trade, and with some of their wisdom of the deep forest (these effects are immediate).

You have a +3 circumstance modifier to any interactions with aranea from the Suss Forest (unless this Favor is withdrawn in a future event).

You gain access (Frequency: Adventure), via trade, to their possessions, as listed in ITEMS FOUND DURING THE ADVENTURE below.

You gain access (Frequency: Metaregional) to purchase charms of the tree dwellers after any adventure that takes place in, or on the border of, the Suss Forest. You may only purchase a total of three of these charms over the lifetime of this reward.

A PC with the summon familiar ability adds a tiny monstrous hunting spider (Monster Manual, page 288) to his list of standard familiars. The special ability for these spiders is "Master gains a +3 bonus on Climb checks".

☛ Charm of the Tree Dwellers

This carved wooden charm can be carried or worn as a brooch (does not take a body slot). When the charm is grasped and a command word is spoken, the wearer is imbued with the ability to move through difficult terrain, as per the *surefooted stride* spell. The effect lasts ten minutes, after which the charm crumbles to dust.

Moderate transmutation; CL 10th; Prerequisites: Craft Wondrous Item, *surefooted stride* (Spell Compendium); Price: 1,000 gp; Weight: 0 lbs.

➤ **Defeated the Tree Dwellers:** You successfully defeated a superior force of araneas. Your reward is access (Frequency: Adventure) to their surviving possessions, as listed in ITEMS FOUND DURING THE ADVENTURE below.

APL 12

APL 14

TU
Starting TU

0 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

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

APL 10:

- ❖ +1 Merciful Adamantine Elven Courtblade (Adventure; Races of the Wild)
- ❖ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scrolls: Dispel Magic (CL 9th) or Shield (CL 5th) (Adventure; DMG)
- ❖ Bag of Tricks, Grey (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Boots of Speed (Adventure; Dungeon Master's Guide)
- ❖ Brooch of Shielding (Adventure; Dungeon Master's Guide)
- ❖ Divine Scrolls: Calm Emotions (CL 4th), Entangle (CL 2nd), Resurgence^{SC} (CL 1st) (Adventure; Dungeon Master's Guide and ^{SC}Spell Compendium)
- ❖ Elixirs: Hiding or Sneaking (Adventure; Dungeon Master's Guide)
- ❖ Heward's Handy Haversack (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rods, Lesser: Entangle or Silent (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Tokens: Tree or Whip (Adventure; Dungeon Master's Guide)
- ❖ Wand of Cure Light Wounds (CL 1st; Adventure; Dungeon Master's Guide)

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

- ❖ +1 Spell Resistance 13 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Bag of Tricks, Rust (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Bead of Force (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)
- ❖ Javelin of Lightning (Adventure; Dungeon Master's Guide)
- ❖ Ring of Counterspells (Adventure; Dungeon Master's Guide)

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

- ❖ Amulet of Health +4 (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scrolls: Greater Blink^{SC} (CL 9th), Summon Monster VII (CL 13th), Wall of Force (CL 9th), Waves of Exhaustion (CL 13th) (Adventure; DMG and SC)
- ❖ Bag of Tricks, Tan (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Belt of One Mighty Blow (Adventure; Miniatures Handbook)
- ❖ Cloak of Arachnida (Adventure; Dungeon Master's Guide)
- ❖ Gloves of Fortunate Striking (Adventure; Miniatures Handbook)
- ❖ Vest of Resistance +3 (Adventure; Complete Arcane)
- ❖ Wand of Greater Invisibility (CL 7th; Adventure; Dungeon Master's Guide)
- ❖ Wand of Shield (CL 5th; Adventure; Dungeon Master's Guide)
- ❖ Wand of Silence (CL 3rd; Adventure; Dungeon Master's Guide)

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