



This Record Certifies that

Played by _____
Player _____ RPGA # _____

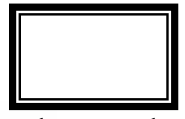
Has Completed SHE6-02 Brooding Boughs
A Metaregional Adventure
Set in the Suss Forest
And Was Captured or Is Hunted!



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

APL 12

APL 14

Cross out any game effects this character does not gain.

➤ **Captured!** You have been enthralled or rendered unconscious and taken to a Pomarj encampment as slave labor. All items you carried have been stolen and distributed to troops in the humanoid forces. After a couple of months, your wits clear and you plot your escape from the slave pits.

Spend 8 additional TUs and mark all carried items as Stolen AR# _____ on the MIL sheet. The loss of all items allows the PC to use the Charity of Friends clause from the LGCS. The market price of any items the PC "left at home" should be deducted from the gold piece value of the Charity calculation.

During captivity, this PC acquires a smattering of orcish language (can use and understand simple phrases with a DC 10 Int check), gains access to the Badge of Bondage feat (*Dragon*, January 2004), and earns a +2 circumstance bonus for any interactions with slaves anywhere.

Items stolen during play of the *Mysteries of the Suss* series can be recovered, if desired, via both of the following means. A set of PC-scribed spellbooks are treated as one item valued at 50 gp per completed page. Any captured/purchased spellbooks are treated as individual items (also 50 gp per completed page). Items can be recovered by:

1. The Pomarj troops use the stolen items, so when they are slain by the PC in future engagements, some items may be recovered. The PC will have some opportunities to recover Stolen items each time he plays a sequel in the *Mysteries of the Suss* series.

2. The Pomarj warbands are rife with corruption. With some effort and travel, you can contact an enterprising agent of your former captors who offers to ransom back some of your former belongings for gold. After any adventure, you may spend 2 additional TUs to recover up to three Stolen items by paying half of their market value. Note any item ransomed in the play notes of the AR on which the TUs and gold are deducted and write Ransomed AR # _____ on your MIL next to the recovered item. This ransom option expires at the end of 2007.

➤ **Hunted!** This PC chose to retain the *rod of mastery* (elf) that was recovered from the orc slavers. The elf-mages of Celene send word of your actions to others, including the Seekers and the Silent Ones. The Pomarj also gains knowledge of your choice. You are forever hunted while you possess the rod.

Every adventure you play until you turn the rod over to someone else costs 2 additional TUs, representing time you spend avoiding those who hunt you. In addition, the DM rolls a 1d6 before each adventure you play; on a 1, you are attacked by forces of the Pomarj before play begins and start the adventure with 20% of your hp already lost.

Also, you may not play any adventure set in the Sheldomar Valley, the Pomarj, or Celene until you turn the rod over to a non-evil organization or lose the rod via death. Any attempt to use the rod is an evil act; the PC is removed from play, and please notify Steven Conforti (scon40@aol.com) with details.

TU

Starting TU

○ 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

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

Subtotal

GP

Subtotal

GP

Subtotal

GP