



## This Record Certifies that

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

### Has Completed

SHE7-06 A Topaz is Forever

### A Sheldomar Valley

### Metaregional Adventure Set in Bissel



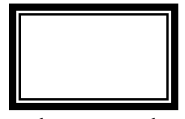
#### Play Notes:

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

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



Adventure Record#

**597 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

#### APL 6

max 1,800 xp;  
1,800 gp

#### APL 8

max 2,250 xp;  
2,600 gp

#### APL 10

max 2,700 xp;  
4,600 gp

#### APL 12

max 3,150 xp;  
6,600 gp

Cross out any game effects this character does not gain.

• **Double-Oh Status:** For successfully putting a stop to Drakhmar's research, Commander Toras Cyndane has offered you membership in the Topaz Order. You gain access to the Topaz Guardian prestige class (LoM). Furthermore, you gain access (Frequency: Metaregional) to purchase the following items: *bane (aberration) weapon* special ability upgrade; *crystal of mind cloaking, greater (MIC)*; *third eye clarity (MIC)*; *ring of mental fortitude (DMG2)*.

• **The Spy Who Loved Me:** For saving her life, Kari has arranged for you to be trained to better resist the abilities of many aberrations. You gain access to the following feats from LoM: Darkstalker, Quick Recovery.

• **Shaken, Not Stirred:** You have survived an attack by a Coven assassin. Maybe those Coven members aren't so tough after all? You gain a +2 circumstance bonus on saves made to resist the effects of illithids.

• **Professional Courtesy:** For providing your metaorganization with vital information regarding a particular villain, you have earned an Influence Point with that metaorganization. Enter the name of the metaorganization here \_\_\_\_\_.

• **Common Side Effects Include ...:** You have been exposed to the effects of the apparatus in Drakhmar's lab. While the Topaz Order can reverse these effects, it will take some time. For your next three adventures, you may temporarily gain the effects of the Spellwarped template (MM3), but you must pay an additional 1 TU per adventure traveling back to Pellak for treatments. As a result of these treatments, you gain access to the Quick Recovery feat (LoM).

• **A Debt to Pay:** You have promised the bloodthirsty bandit lord Gathrak Mournbringer that you would repay your debt to him ... and repay it you will. For the next 10 adventures that take place in the Sheldomar Valley, roll 1d10 each time you encounter any local authorities. On a result of a 4 or lower, you are recognized and arrested for banditry. You spend 26 additional TUs in prison until you are released for good behavior. Cross out this AR effect after this has occurred or six months from the date of this AR, whichever comes first.

#### ITEMS FOUND DURING THE ADVENTURE

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

APL 6 (all of the following):

- ❖ Bracers of Quick Strike (Adventure; Magic Item Compendium; Limit 1)
- ❖ Crystal of Glancing Blows, Least (Adventure; MIC; Limit 1)
- ❖ Repelling Gauntlets (Adventure; Magic Item Compendium; Limit 1)
- ❖ Ring of Silent Spells (Adventure; Magic Item Compendium; Limit 1)

APL 8 (all of APL 6 plus the following):

- ❖ +1 Deadly Precision Adamantine Rapier (Adventure; MIC)
- ❖ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Gloves of Fortunate Striking (Adventure; MIC; Limit 1)
- ❖ Rearguard's Cape (Adventure; Magic Item Compendium; Limit 1)
- ❖ Vest of the Master Evoker (Adventure; Magic Item Compendium; Limit 1)

APL 10 (all of APLs 6, 8 plus the following):

- ❖ +1 Animated Mithral Heavy Shield (Adventure; DMG)
- ❖ +1 Berserker/+1 Orc Double-Axe (Adventure; Magic Item Compendium)
- ❖ +1 Corrosive Greatsword (Adventure; Magic Item Compendium)
- ❖ Badge of Valor (Adventure; Magic Item Compendium; Limit 1)
- ❖ Belt of Battle (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 6, 8, 10 plus the following):

- ❖ Boots of Speed (Adventure; Dungeon Master's Guide)
- ❖ Ioun Stone, Deep Red Sphere (Adventure; DMG; Limit 1)
- ❖ Ioun Stone, Pink Rhomboid (Adventure; DMG; Limit 1)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)
- ❖ Rogue's Vest (Adventure; Magic Item Compendium; Limit 1)

#### 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

2 or 4 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