

## This Record Certifies that

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

### Has Completed

SHE7-IN1 *Domino Theory*

### A Regional Interactive Set in the Sheldomar Valley



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#

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

APL 10

max 672 xp; 1,150 gp

APL 12

max 787 xp; 1,650 gp

APL 14

max 900 xp; 3,300 gp

### Two Round Version Of This Adv.

Double the max  
xp/gp above and base  
TU cost below

Cross out any game effects this character does not gain.

• **Blessings of Liberty:** PCs who volunteer to escort liberated slaves through the dangers of the Suss to safety must spend one additional TU and gain additional gp and xp commensurate with their APL (above the treasure cap for the adventure) – APL 2: 225 xp, 225 gp; APL 4: 338 xp, 325 gp; APL 6: 450 xp, 450 gp; APL 8: 563 xp, 650 gp; APL 10: 675 xp, 1,150 gp; APL 12: 788 xp, 1,650 gp; APL 14: 900 xp, 3,300 gp.

You can also spend this favor to gain access (Frequency: Adventure) to purchase any of the following (one of them at a 20% discount): *ring of blinking, ring of evasion, ring of freedom of movement, slick armor special ability upgrade* (all 3 varieties), *cape of the mountebank, chime of opening, salve of slipperiness, helm of teleportation, manual of quickness of action +1, vest of escape*. Mark this part of the favor as USED when it is spent.

• **Homage of the Knights of Luna:** This PC may have one weapon, shield, or suit of armor recrafted. For the cost of the new material, one additional TU, and the surrender of the original item, the weaponsmith will create a like item of adamantine, mithral or darkwood and place the same enchantments on it as those of the original item. Alternatively, the weaponsmith can recraft one wooden weapon, shield or armor as permanent ironwood for 7,500 gp. Mark the favor as USED when spent.

• **Goods Recovered!:** A PC who received the **Captured!** effect in SHE6-02 *Brooding Boughs* may recover one item that was taken from him when enslaved (as noted on the special AR from that adventure). The items are found on orcs defeated in this adventure. Select one item to be recovered.

• **Bequest of Handmaiden Amerayne:** In gratitude for their service in the assault upon Nol-Daer, Amerayne bestows a writ of introduction to the eldritch craftsmen in Enstad. This PC may use the writ to have a +2, +4, or +6 stat boosting enhancement placed on any non-armor or weapon magic item which takes a body slot (example: adding a +4 Wis enhancement to a *circlet of persuasion*). The cost is 8,000 gp, 32,000 gp and 72,000 gp respectively. The item becomes nonstandard and cannot be upgraded without another similar writ from the Celene elves. Mark this portion of the favor as USED when an enhancement is purchased.

If you do not already have one, Amerayne also gifts you with her token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of div. and conj. magic.

• **Hunted!** This PC chose to retain a *rod of mastery*. 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, 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](mailto:scon40@aol.com)) with details.

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

APLs 2, 4, 6, 8: See first Adventure Record.

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ Adamantine: Heavy Mace, Heavy Shield (Adventure; Dungeon Master's Guide)
- ❖ Eyes of the Eagle (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 1<sup>st</sup> Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Wand of Greater Mage Armor (CL 7<sup>th</sup>; Adventure; Spell Compendium)
- ❖ Wands: Heroism (CL 5), Shield of Faith (CL 1), Enlarge Person (CL 1) (Adv.; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ +1 Adamantine Anarchic Unholy Orc Double Axe (Adventure; DMG)
- ❖ +1 Adamantine Full Plate (Adventure; Dungeon Master's Guide)
- ❖ +1 Thundering Dire Pick (Adventure; Complete Warrior)
- ❖ +1 Wounding Orc Double Axe (Adventure; Dungeon Master's Guide)
- ❖ +2 Mithral Full Plate (Adventure; Dungeon Master's Guide)
- ❖ Boots of Speed (Adventure; Dungeon Master's Guide)
- ❖ Winged Boots (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- ❖ +1 Adamantine Keen Spell Storing Falchion (Adventure; Dungeon Master's Guide)
- ❖ +1 Keen Shocking Greatsword (Adventure; Dungeon Master's Guide)
- ❖ +1 Spellstoring Quarterstaff (Adventure; Dungeon Master's Guide)
- ❖ +2 Mithral Light Fortification Buckler (Adventure; Dungeon Master's Guide)
- ❖ +3 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ❖ +3 Mithral Glamered Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Adamantine Dwarf Urgosh (Adventure; Dungeon Master's Guide)
- ❖ Boots of Levitation (Adventure; Dungeon Master's Guide)
- ❖ Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- ❖ Goggles of Minute Seeing (Adventure; Dungeon Master's Guide)
- ❖ Large +1 Animated Heavy Steel Shield (Adventure; Dungeon Master's Guide)
- ❖ Large +1 Frost Glaive or Large +1 Keen Merciful Falchion (Adventure; DMG)
- ❖ Lens of Detection (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rods: Empower, Lesser and Silent, Lesser (Adventure; DMG)
- ❖ Pearl of Power, 2<sup>nd</sup> Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Strand of Prayer Beads – Healing, Smiting, and Karma (Adventure; DMG)
- ❖ Wands: Silence (CL 3<sup>rd</sup>), Haste (CL 5<sup>th</sup>) (Adventure; Dungeon Master's Guide)

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 \_\_\_\_\_

#### 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