



# This Record Certifies that



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

**Has Completed**  
SHE8-02 *A Sight for Sore Eyes*  
**A Sheldomar Valley Metaregional**  
**Adventure Set in the Tors**

### Play Notes:

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



Adventure Record#

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

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_ Signature RPGA #

**APL 10**  
max 2,700 xp;  
4,600 gp

**APL 12**  
max 3,150 xp;  
6,600 gp

**APL 14**  
max 3,600 xp;  
13,200 gp

Cross out any game effects this character does not gain.

On Closer Inspection: You have experienced a connection with the Outer Planes of which few mortals can boast. You may spend 4 additional TUs in seclusion and introspection, and thereafter will have satisfied the special requirement for the Contemplative prestige class.

Additionally, you earn 1 Influence Point with one of your home region's metaorganizations that would be interested in information regarding the Cult of the Smoking Mirror. Contact your region's Triad for a list of such organizations if need be; qualifying metaorganizations should be religious or academic in nature. List the metaorganization selected here: \_\_\_\_\_

A Sight for Sore Eyes: You have had a view of the world ordinarily reserved for deific eyes and minds. The knowledge you can retain depends on the depth of your connection to Axian and the other Olman children. You gain a +1 sacred bonus to all Knowledge skill checks.

If this PC has completed all three adventures in the *Not One of Us* series, the bonus applies to all Int-based skill checks. If this PC was also *Sunblinded* in *SHE6-07*, the bonus applies to all Cha-based skill checks as well.

In addition, once and once only, you can use *true seeing* as a spell-like ability at CL 9<sup>th</sup>. Mark this part of benefit as USED when used.

Gaze of the Abyss: The origins, motives, and plans of the infinite demonic hordes are not to be lightly contemplated. Still, you cannot unsee what you saw, no matter how much you might want to. You gain a +3 sacred bonus to Knowledge (the planes) skill checks; furthermore, you can now make Knowledge (the planes) checks untrained.

Chaotic Evil outsiders may now know of your unwanted intrusion and might well go out of their way to attack you. There is a percentage chance equal to two times the creature's HD that any chaotic evil outsider you encounter will attack you exclusively. Inform your DM of this fact prior to the start of play.

In addition, once and once only, you can use *true seeing* as a spell-like ability at CL 9<sup>th</sup>. Mark this part of benefit as USED when used.

The God-Slayer Rune: As stated by Axian, this small mark on your forehead is invisible to all except outsiders or persons using *true seeing*, and then only by those beings within 30 ft. You gain a +5 sacred bonus to all Cha-based skill checks when dealing with outsiders. In addition, outsiders of all alignments suffer a -1 morale penalty to attack rolls and damage rolls when aware of your mark and targeting you.

## ITEMS FOUND DURING THE ADVENTURE

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

APL 10 (all of the following):

- ❖ +1 Keen Longsword (Adventure; DMG)
- ❖ +2 Breastplate (Adventure; DMG)
- ❖ +2 Mithral Chain Shirt (Adventure; DMG)
- ❖ +3 Longspear (Adventure; DMG)
- ❖ Boots of Striding and Springing (Adventure; DMG)
- ❖ Helm of Comprehending Languages and Reading Magic (Adventure; DMG)

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

- ❖ Boots of Speed (Adventure; DMG)
- ❖ Dimensional Shackles (Adventure; DMG)

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

- ❖ Carpet of Flying, 5 ft. by 10 ft. (Adventure; DMG)
- ❖ Crystal Ball, any (Adventure; DMG)

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

**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** \_\_\_\_\_

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

**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