



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Been Cursed in SHE5-01 Sounds of Silence A Metaregional Adventure Set in Gran March



Play Notes:

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

Home Region _____



Adventure Record#

595 CY
ADVENTURE

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

✦ **Mark of the Eye Curse:** Something or someone has cursed this PC. The physical appearance of the curse is a blistered, black cirlet around the left eye. The victim radiates magic (strong transmutation and strong divination) but not evil.

The curse has three major drawbacks that the PC must suffer. First, the victim suffers a -1 circumstance penalty to all Intelligence-based skill and ability checks as the curse causes the PC difficulty in clear thought. Second, the victim is more susceptible to Vecna's will. All attack, damage, ability, skill, and saving throw rolls involving a follower of Vecna are at a -2 circumstance penalty. Finally, once per adventure, the victim is afflicted by an intense headache that has the same effects as the spell *touch of madness* (Will save DC 17). If the victim fails their save, they are dazed for 17 rounds. This always occurs at the beginning of a combat of the DMs choosing. [Note that *spell immunity* and other such spells will not prevent this effect.]

With some irony, the curse also imbues the PC with spell ability. This ability functions as the *imbuement with spell ability* spell except that the spells available for the victim are random as per the following charts and the spells are good for the adventure for which they were rolled. The spell level is that of a 17th level caster. At the beginning of each adventure (in front of the DM), the spells are determined and can be used once during that adventure. If any spell is used, it should be noted on the AR that this ability of the curse was used.

Level 1 spells (roll 1d6)

Roll	Spell
1	cure light wounds
2	remove fear
3	Detect magic (extended)
4	endure elements
5	Detect secret doors
6	entropic shield

Level 2 spells (roll 1d6)

Roll	Spell
1	find traps
2	delay poison
3	resist energy
4	remove paralysis
5	undetectable alignment
6	cure moderate wounds

There are specific ways to remove this curse. *Dispel magic* will not remove the curse. However, it will suppress the effects of the imbuement benefit and headache for 1d4 rounds if successful. *Break enchantment* will remove the curse with a DC 28 check. *Greater dispel magic* can remove the curse with a dispel check against caster level 17. *Limited wish* (duplicating *greater dispel magic*), *miracle*, or *wish* will remove the curse. A *remove curse* cast by a 17th level or higher caster will also remove the curse. It should be noted on the AR if the curse is removed and who did the removing.

Touch of Madness (Complete Divine): Enchantment (Mind-Affecting); Level: Madness 2; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes. You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

If this PC has *Sacrifice to the Whispered One* as well, then the power of the curse is increased. Only divine intervention (via a miracle spell or similar effect) can remove the curse. While the curse is in effect, the PC's left eye becomes a milky, cloudy hardened mass; they can no longer see out of that eye. The PC suffers a -2 penalty on all ranged attacks due to their loss of depth perception. However, they gain the ability to use *true seeing* via their hardened eye, once per adventure at caster level 17.

TU

Starting TU

O 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

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

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