



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

SHE7-05 Bones of Contention

A Sheldomar Valley Metaregional Adventure Set in the Suss Forest

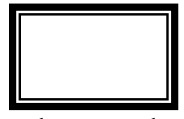


Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Play Notes:

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



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 10

max 1,350 xp;
2,300 gp

APL 12

max 1,575 xp;
3,300 gp

APL 14

max 1,800 xp;
6,600 gp

Cross out any game effects this character does not gain.

➤ **Bestowal of Amerayne:** You gain access (Frequency: Metaregional) to purchase any of the following from MIC. Items may be masterwork quality and of any material to which the PC has access: owlfeather armor, hawkfeather armor, bracers of blinding strike, sandals of the light step, vest of free movement. You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this favor. Amerayne also gifts you with a small token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of divination and conjuration magic. Finally, you gain access to the Elven Spell Lore feat (Player's Handbook II).

➤ **Comradeship of the Suss Rangers and the Knights of Luna:** The Knights and Rangers recognize your service in the succor of Celene and offer friendship, training, and items from their forest arsenals. You gain access to the Ruathar prestige class (RoTW). You also gain access (Frequency: Metaregional) to purchase any of the following from MIC: armband of confrontation, standard of valor, medal of steadfast honor, crystal of alacrity, shield of vigor. You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this favor.

➤ **Disfavor of Celene:** The court of the queen is displeased with this PC. He is barred from further travel into or through the realm of Celene. Any AR effects which are based on entry or contact with Celene are nullified until this disfavor is removed.

➤ **Oathsworn to the Etraikan Warders:** Amuk-Nur is grateful for the PCs' arrival. Any PC who befriended him gains access (Frequency: Metaregional) to purchase any of the following: sword of the planes, rod of lordly might, winged shield; weapon special ability upgrades – vorpal, brilliant energy; armor/shield special ability upgrades – animated, heavy fortification.

In addition, a PC that befriended Amuk-Nur and spent 10 additional TUs serving the warders may purchase one of the above items at a 25% reduction in cost.

➤ **Hunted!** This PC chose to retain relics related to the rods of mastery or the life-force powered "machines" from Etraika. 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 these relics.

Every adventure you play until you turn the rod or ring 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 relics over to a non-evil organization or lose the relics via death. Any attempt to use the relics is an evil act; the PC is removed from play, and please notify Steven Conforti (scon40@aol.com) with details.

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

APL 10 (all of the following):

- ❖ +1 Deathward Mithral Chain Shirt (Adventure; Magic Item Compendium)
- ❖ Blunt Arrow (Adventure; Races of the Wild; Limit 20)
- ❖ Boccob's Blessed Book, With Spells (Adventure; DMG [list of spells on 2nd AR])
- ❖ Boots of Agile Leaping (Adventure; Magic Item Compendium)
- ❖ Bracers of Arcane Freedom (Adventure; Magic Item Compendium)
- ❖ Chronocharm of the Grand Master (Adventure; Magic Item Compendium)
- ❖ Chronocharm of the Horizon Walker (Adventure; Magic Item Compendium)
- ❖ Cold Iron Serpentstongue Arrow (Adventure; Races of the Wild; Limit 20)
- ❖ Gloves of Fortunate Striking (Adventure; Magic Item Compendium)
- ❖ Goggles of Foefinding (Adventure; Magic Item Compendium)
- ❖ Greatreach Bracers (Adventure; Magic Item Compendium)
- ❖ Potion of Heroics (CL 3rd; Adventure; Spell Compendium)
- ❖ Quaal's Feather Token, Whip (Adventure; Dungeon Master's Guide; Limit 5)
- ❖ Quiver of Elvenkind (Adventure; Complete Champion)
- ❖ Skill Shard, Normal (Concentration) (Adventure; MIC; Limit 3)
- ❖ Skirmisher Boots (Adventure; Magic Item Compendium)
- ❖ Staff of the Unyielding Oak (Adventure; Magic Item Compendium; Limit 1)
- ❖ Tanglepatch (Adventure; Magic Item Compendium; Limit 3)
- ❖ Tunic of Steady Spellcasting (Adventure; Magic Item Compendium)

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

- ❖ Arcane Thieves' Tools (Adventure; Magic Item Compendium)
- ❖ Belt of the Champion (Adventure; Magic Item Compendium; Limit 1)
- ❖ Dust of Disappearance (Adventure; Dungeon Master's Guide; Limit 3)
- ❖ Necklace of Fireballs, Type I (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Panther Mask (Adventure; Magic Item Compendium)
- ❖ Ring of Entropic Deflection (Adventure; Magic Item Compendium)
- ❖ Ring of the Darkhidden (Adventure; Magic Item Compendium)

APL 14 – See second AR for this adventure.

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

1 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