



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed

SHE4-04 Fundamentals of Dweomercraft
A Metaregional Adventure
Set in the Sheldomar Valley



Play Notes:

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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

APL 8

max 1,125 xp; 1,300 gp

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.

❖ **Fundamentals of Dweomercraft:** This book is written in Ancient Suloise and Draconic. This text has a long history among the Suel, having been written by Lek-fo-Alna, one of the apprentices of Abis-Ara-Timat, who greatly advanced magic among the Suel. PCs with the ability to read Ancient Suloise and Draconic can gain the competence bonuses that the book provides. Spending 1 TU reading this text gives the owner a +1 competence bonus to their Knowledge (arcana) and Spellcraft skill checks. A PC who spends 13 TUs and 10,000 gp studying this book gains an additional benefit; all arcane spells of 0 or 1st level cast by this PC have their save DCs increased by 1 (a competence bonus). The book must remain with the reader for the competence bonuses to be in effect.
Market Price: 2,000 gp; Weight: 5 lbs.

❖ **Grigaur Taxidermy Specimen:** This is a well constructed specimen of a Grigaur, a beast long believed to be extinct. It is of academic interest, and also makes a great trophy or conversation piece. It can't be the subject of any spell that restores life to a corpse, though it could become an animated object or zombie with the proper spells. For the moment, it is merely a mysterious novelty; although it might prove to serve a more useful purpose in the future.
Market Price: 2,000 gp; Weight: 400 lbs.

❖ **Notice of Mysterious Group(s):** Your actions have drawn the attention of one or more mysterious groups. You've drawn the attention of (DM circles any that apply):
Group A _____ Group B _____ Group C _____

❖ **Favor of Bistweig:** Bistweig's estate specializes in treating insanity and mental damage. If you are affected with any form of insanity or suffer any Int, Wis, or Cha damage or drain, you can spend 2 TUs under care on Bistweig's estate to have that insanity or damage/drain healed completely. The treatment leaves you in a weakened state; you function as if you have one negative level for the duration of your next adventure. Mark this favor as USED when it has been used.

❖ **Hunted by the Silent Ones:** For not returning items stolen from the Gradsul Museum of Antiquities, you are now hunted by the Silent Ones. If this PC plays another adventure set in the Sheldomar Valley Metaregion (Regional, Metaregional, Core, or Interactive), they are imprisoned by the Silent Ones for 10 TUs and have any forbidden items confiscated permanently (contact the Keoland Triad for the list of forbidden items).

❖ **Failure:** This PC and his adventuring party failed to retain or recover the map they sought, or they failed to decode that map. This PC may NOT participate in the sequel to this adventure, SHE4-05 **Advanced Dweomercraft**.

❖ **Bronze Key of Portals:** This small bronze key is a relic of the obscure Suloise deity Dalt. It is a minor artifact that slowly bonds with its wielder, increasing in power. This PC has only just begun to bond with the key, so it has the following ability. It can be used twice per adventure to unerringly open any sealed or locked or otherwise inaccessible portal or door, with the exception of those kept sealed by the intervention of a deity or artifact or magic of a similar level (DM's discretion). Attempting to use the key on such a divinely (or other) unopenable portal or door results in the key vanishing permanently.

Possessing this key has an unwanted side effect on wielders who are not worshippers of Dalt. Such wielders are compelled to commit more and more difficult thefts. For every adventure played with the key, the PC is required to spend 1 additional TU engaged in thefts. The PC must make a both a Disable Device and a Move Silently or Hide check equal to 18 + the number of TUs since the key was acquired. Success at the check brings the PC an additional 50 gp in treasure per APL that can exceed the treasure cap for the adventure in question. Failure results in a fine equal to double the amount that would have been acquired in this manner and imprisonment for 5 TUs. Failure also results in the key being taken by the authorities, ending this side effect. A wish or miracle spell can also lift this side effect, as can the vanishing of the key as noted above. For good aligned PCs, if the side effect is lifted and the PC fails to return the gold he has stolen; his alignment should be shifted one spot from good to neutral on the good-evil axis.

Divine casters of deities other than Dalt who possess the key may spend 2 TUs and make a DC 20 Knowledge (religion) check to convert to worship of Dalt without penalty or need for atonement.

❖ **Blacklisted by the Sea Mages and Dustliggers:** For your boorish behavior at the lecture, you have been blacklisted by the Sea Mages and Dustliggers. You are no longer considered a member (if you were one) and may never join the group again. Furthermore, you suffer a -4 circumstance bonus to all Cha checks involving those groups.

ITEMS FOUND DURING THE ADVENTURE

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

APL 8:

- ❖ +1 Ki Focus Kama (Adventure, DMG)
- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Fundamentals of Dweomercraft (Metaregional, see above)
- ❖ Gloves of Swimming and Climbing (Adventure, DMG)
- ❖ Oil of Shrink Item (Metaregional, 5th level caster, as per DMG, Price: 750 gp)

APL 10 (APL 8 Items plus):

- ❖ +1 Bane (Dwarf) Morningstar (Adventure, DMG)
- ❖ +2 Studded Leather (Adventure, DMG)
- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ Necklace of Adaptation (Adventure, DMG)

APL 12 (APL 8, 10 Items plus):

- ❖ +2 Rapier (Adventure, DMG)
- ❖ +3 Studded Leather (Adventure, DMG)
- ❖ Ioun Stone – Clear Spindle (Adventure, DMG)
- ❖ Monk's Belt (Adventure, DMG)
- ❖ Periapt of Wisdom +4 (Adventure, DMG)

APL 14 (APL 8, 10, 12 Items plus):

- ❖ +2 Crossbow Bolts (Adventure, DMG)
- ❖ +2 Ki Focus Kama (Adventure, DMG)
- ❖ +4 Studded Leather (Adventure, DMG)
- ❖ Bracers of Armor +5 (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)

TU

Starting TU

I or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING