



## This Record Certifies that

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

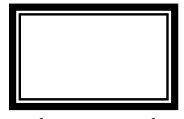
Has Completed the Optional Encounters of  
SHE5-01 Sounds of Silence  
A Metaregional Adventure  
Set in Gran March



### Play Notes:

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

\_\_\_\_\_  
Home Region \_\_\_\_\_



Adventure Record#

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

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

**APL 8**

max 562 xp; 650 gp

**APL 10**

max 675 xp; 1,150 gp

**APL 12**

max 787 xp; 1,650 gp

**APL 14**

max 900 xp; 3,300 gp

**APL 16**

max 1,012 xp; 4,950 gp

Cross out any game effects this character does not gain.

✦ **Enhancement of the Stars:** This PC has paid a tribute to Vecna in order to imbue one suit of armor with the *styptic* armor special ability (Planar Handbook). The tribute was paid in \_\_\_\_\_ gp and \_\_\_\_\_ xp equal to the magic item creation costs of upgrading \_\_\_\_\_ armor with this +2 *bonus* equivalent armor special ability. Any divine spellcaster who makes such a tribute is considered to have made a gross violation of their code of conduct (see the Living Greyhawk Deities Document for details).

✦ **Hand of Vecna's Glory:** You have sacrificed one of your hands to Vecna to gain access to the temple's vault. The sacrifice is not considered to be a gross violation of a divine spellcaster's code of conduct. Vecna has transformed your sacrifice into a *hand of Vecna's glory*, which will only function for you and has all of the standard powers of a *hand of glory*. The lack of two hands may present penalties to your actions, as determined by the DM.

As long as the *hand of Vecna's glory* exists, your missing hand cannot be regenerated in any way. Furthermore, you suffer a -4 profane penalty to all Will saves against the spells or effects of servants of Vecna. Even worse, the penalty doubles if the spell or effect is a direct manifestation of Vecna's power. If you destroy the *hand of Vecna's glory*, you no longer suffer the penalty, and you can seek magical regeneration of your missing hand; however, only the spells *wish* and *miracle* can regenerate the hand and only if you have destroyed the *hand of Vecna's glory*. A regenerated hand will feature upon it a prominent black tattoo of a left hand clutching a human eye, and this tattoo cannot be removed by any means known.

✦ **Spellbook of Rha...:** 4<sup>th</sup> – arcane eye, burning blood (CA), detect scrying, dimensional anchor, fear, fire shield, mass darkvision (CA), unluck (CA). Market Price: 1,600 gp; Weight: 3 lbs.

✦ **Book of Astrology:** This book details information about astrological signs and their meanings and use with magical rituals. A PC who can read Flan may take one hour to study this book and receive a +2 competence bonus to skill checks involving the stars or night sky for the next twelve hours. Market Price: 320 gp; Weight: 3 lbs.

✦ **Planar Book of Earth:** This book details the Elemental Plane of Earth. A PC who can read Terran may take one hour to study this book and receive a +2 competence bonus to Knowledge (the Planes) checks involving the Elemental Plane of Earth for the next twelve hours. This book also grants the PC the ability to construct *planar forks* – Earth for a cost of 200 gp per fork (for use in the *plane shift* spell). Market Price: 320 gp; Weight: 3 lbs.

✦ **Planar Book of Water:** This book details the Elemental Plane of Water. A PC who can read Aquan may take one hour to study this book and receive a +2 competence bonus to Knowledge (the Planes) checks involving the Elemental Plane of Water for the next twelve hours. This book also grants the PC the ability to construct *planar forks* – Water for a cost of 200 gp per fork (for use in the *plane shift* spell). Market Price: 320 gp; Weight: 3 lbs.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 8 and 10 (all of the following):

- ❖ Boccob's Blessed Book (Adventure; DMG)
- ❖ Book of Astrology (Adventure; See Above)
- ❖ Brooch of Shielding (Adventure; DMG)
- ❖ Elixir of Fire Breath (Adventure; DMG)
- ❖ Minor Ring of Cold Resistance (Adventure; DMG)
- ❖ Periapt of Wound Closure (Adventure; DMG)
- ❖ Planar Book of Earth (Adventure; See Above)
- ❖ Planar Book of Water (Adventure; See Above)
- ❖ Scabbard of Keen Edges (Adventure; DMG)
- ❖ Spellbook of Rha... (Adventure; See Above)
- ❖ Trumpeter's Gift (Adventure; CV)

APL 12 and 14 (all of APLs 8 and 10 plus the following):

- ❖ Major Ring of Cold Resistance (Adventure; DMG)

APL 16 (all of APLs 8 and 10, 12 and 14 plus the following):

- ❖ Greater Ring of Cold Resistance (Adventure; DMG)

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

### 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