



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

SHL7-04 – Shadows of Captivity

A Regional Adventure

Set in the Shield Lands (Shadowdark)



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

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

Note: Shadowdark adventures include SHL6-08, 7-01, 7-02, 7-03, 7-04, and 7-05. 'Shadowdark' access is the same as 'Adventure' access, but the items may also be purchased after Shadowdark adventures.

Trapped in Shadow!

Benefits: If your prior AR is from a Shadowdark adventure, you gain 1 Shadow Point. This AR does not count for determining "Adventure" access length from non-Shadowdark ARs. All items on this AR are changed to 'Shadowdark' access.

Restrictions: If you use Magic Item Creation, Benefits from Non-Adventuring Activity, purchase items from a non-Shadowdark AR, or play a non-Shadowdark adventure before completing all adventures in the Shadowdark series, you lose all accumulated shadow points, all Shadowdark access reverts to Adventure access, and all Shadowdark ARs retroactively count for determining Adventure access length from non-Shadowdark ARs.

Form of Madness: You believe your skin is constantly crawling with biting insects. You suffer a -1 penalty on all skill checks and must make a DC 10 Concentration check to cast any spell or use any spell-like ability. This can only be cured by a greater restoration, heal, miracle, or wish.

Slave Pits of Az'Halaz left their mark: If you began this adventure in the slave pits, the feat Badge of Bondage^{Dra315} is now Open for you.

Awash in Ten Thousand Dead Minds: For one year from the date on this AR, you cannot be confused or dazed and you gain a +2 Inherent bonus to saves against mind-affecting effects. You gain Open access to six of the following (circle two in each category); any Special Requirements are considered met.

- Feats:** Coordinated Shot⁸, Daunting Presence⁷, Distracting Attack⁷, Expanded Aura of Courage⁸, Gnome Tunnel Acrobatics⁵, Trap Sensitivity⁵, Undermountain Tactics⁵
- Prestige classes:** avenging executioner³, bonded summoner⁷, death deliver¹, dragon samurai⁷, dread witch¹, war weaver⁸
- Spells:** animalistic power⁶, awaken sin⁴, bless weapon, swift⁶, channeled sonic blast², create fetch³, dimension jumper², disobedience³, enduring scrutiny², energized shield, lesser⁴, escalating enfeeblement², faith healing⁴, hesitate⁶, healing spirit⁶, heart of air², heart of water², heart of earth², heart of fire², holy storm⁴, karmic aura², karmic backlash², karmic retribution², mark of doom⁶, resinous tar², spell theft², strength of stone⁴, torrent of tears²

1 = HH, 2 = CM, 3 = CS, 4 = SpC, 5 = Dun, 6 = PH2, 7 = MH, 8 = HB

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Amulet of teamwork (Adventure, MIC)
- ❖ Arrow of disintegration (Adventure, AEG)
- ❖ Goggles of lifesight (Adventure, MIC)
- ❖ Greatreach bracers (Adventure, MIC)
- ❖ Third eye clarity (Adventure, MIC)
- ❖ Third eye dampening (Adventure, MIC)

APL 6 (all of APL 4 plus the following):

- ❖ Aberrant sphere (Adventure, MIC)
- ❖ Greathammer (Adventure, MM4, 500 gp)

APL 8 (all of APLs 4–6 plus the following):

- ❖ Bolt shirt (Adventure, MIC)
- ❖ Helm of gazes (Adventure, MIC)

APL 10 (all of APLs 4–8 plus the following):

- ❖ Rod of shadowblending (Adventure, CM)

APL 12 (all of APLs 4–10 plus the following):

- ❖ Spare hand (Adventure, MIC)
- ❖ Ring of avoidance (Adventure, MIC)

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

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL