



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

SHL7-03 – Shadows of Intrigue

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, except the items can be purchased after any Shadowdark adventure, as well.

* 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.

☛ **Vooh's Second Date:** Circle one item below marked *; it becomes Regional access.

☛ **Bearer of Deathtongue.** (one PC per table)

☛ **Pok's Friendship:** For 2 TUs Pok will teach you the following spells from the Spell Compendium, making them Open for this PC: *awaken sin*, *axiomatic storm*, *grace*, *mass conviction*, *mass sanctuary*, *panacea*, *protection from negative energy*, *stabilize*.

☛ **Gratitude of House Reghez:** Shadowdark access to: *collar of obedience*^{CAD}, *dagger of venom*, *scepter of obedience*^{MH}, *sword of subtlety*, and *deadly precision*^{MIC}.

If you spend 1 TU, the feat *Darkstalker*^{LoM} is Open for this PC.

☛ **Gratitude of House Kohmbez:** Shadowdark access to: one suit of armor from table 7-2 of RW and one of the following items: *gauntlets of extended range*^{MIC}, *ki straps*^{MIC}, *vambraces of warding*^{MIC}, *fortification (any)*, *invulnerability*, *berserker*^{MIC} and *sizing*^{MIC}.

☛ **Enmity of:** (check those earned)

- ☐ House Reghez
- ☐ House Kohmbez

☛ **Jailed! or Sold into Slavery!** You have been arrested by the city guard or sold into slavery. You must either play SHL7-04 as your next adventure or pay 12 TUs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4-6:

- ❖ +1 Fullblade (Shadowdark; AEG)
- ❖ Slippers of spider climbing (Regional; DMG)
- ❖ Bracers of archery, lesser (Regional; DMG)
- ❖ Ring of counterspells (Shadowdark; DMG)*
- ❖ Ring of arming (Shadowdark; CM)*
- ❖ Ring of mystic defiance (Shadowdark; MIC)*
- ❖ Pearl of power 1st level (Regional; DMG)
- ❖ Pearl of power 2nd level (Shadowdark; DMG)
- ❖ Pearl of power 3rd level (Shadowdark; DMG)
- ❖ Memento magica 1st level (Regional; MIC)
- ❖ Memento magica 2nd level (Shadowdark; MIC)
- ❖ Memento magica 3rd level (Shadowdark; MIC)

APL 8-12 (all of APL 4 plus the following):

- ❖ +1 Animated hide shield (Shadowdark; SA; 9,200 gp)
- ❖ +1 Adamantine mountain plate (Shadowdark; RS; 19,250 gp)
- ❖ Ring of chameleon power (Shadowdark; DMG)*
- ❖ Ring of lightning flashes (Shadowdark; 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