



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

SHL7-05 – Shadows of Nevermore

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.

✦ **Penance!** You must spend extra TUs at religious services equal to your metaorg's yearly TU cost.

✦ **AwoL:** You violated your contract of service in the Standing Army. You spend 4 TUs in Deep Rock contemplating the injustice of it all. You also promise to sign up for another term of service (two more years), once your current contract is completed.

✦ **Wanted!** You skipped out on serving time in Deep Rock.

✦ **No Longer Wanted:** Impressed by your honor, Sir Galodin speaks for you; the Court of Honor rescinds your Wanted status.

✦ **Oh! Let me see THAT!** After spending 2 TUs as an agent for either the Arcanists' Society or The Guild, you have Open access to the factotum^{Dun} class.

✦ **How Long Was I Gone?:** You qualify for Dungeon Delver^{CAV}.

✦ **Tainted by Shadow:** For one year from the date on this AR, you are affected as follows:

- **Light Blindness:** See MM 103.
- **Color of Shadow:** Your coloration is now in shades of black and white. If you had a prior color change or gain a new one after this, Color of Shadow overrides it. When Tainted by Shadow expires, your color returns to normal. You gain a +2 Circumstance bonus to Hide checks in shadowy illumination or darkness and a -2 Circumstance penalty to Diplomacy, Disguise, Gather Information, and Handle Animal checks.
- **Dim Aura:** Detect evil reveals a dim, lingering aura

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Blessed bandage (Adventure, MIC)
- ❖ Cobra straps (Adventure, MIC)
- ❖ Lenses of revelation (Adventure, MIC)
- ❖ Quicksilver boots (Adventure, MIC)
- ❖ War Cross of St. Cuthbert (Regional, CC)

APL 6 (as APL 4 plus the following):

- ❖ Gauntlets of war (Adventure, CC)
- ❖ Panther mask (Adventure, MIC)
- ❖ Rapidstrike bracers (Adventure, MIC)

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

- ❖ Helm of righteous war (Adventure, CC)
- ❖ Scorpion kama (Adventure, MIC)

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

- ❖ Blade of righteous war (Adventure, CC)
- ❖ Domain staff of war (Adventure, CC)

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

- ❖ Bastion of Righteous War (Adventure, CC)
- ❖ Pearl of power 6th-level (Adventure, DMG)

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