



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

SHL7-01 – Falling into Shadows

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 2

max 450 xp; 450 gp

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 Kindness:** Choose ONE of the items marked with a \* below. You may purchase ONE copy of that item on installments, paying 10% per AR for the next 10 ARs, including this one. You gain the ring immediately. If you miss a single payment, the ring disappears and Vooh reimburses you the total amount paid. You may not sell the ring until it is fully paid for.

**Lizard Companion:** You may take a Deinonychus as an Animal Companion if you have that class feature.

**Shadow Chain:** You have a shadow chain. This white gold chain has an opal onyx with a tiny crown carved into the stone. It allows passage in some areas. It cannot be sold.

**Light in the Darkness:** Word of your deed spreads and, if you are recognized, you will be known as an enemy of the Mindflayer King!

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ +1 throwing battleaxe (radiates light) (Adventure; DMG; 8,310 gp)
- ❖ Dark lantern (Adventure; Tome of Magic)
- ❖ Hand of the mage (Adventure; DMG)
- ❖ Hand of glory (Adventure; DMG)
- ❖ Ring of feather falling (Adventure; DMG) \*
- ❖ Ring of sustenance (Adventure; DMG) \*
- ❖ Ring of climbing (Adventure; DMG) \*
- ❖ Ring of climbing, improved (Adventure; DMG) \*
- ❖ Ring of jumping, improved (Adventure; DMG) \*
- ❖ Wand of daylight (Adventure; DMG; 4,500 gp)

### 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