



This Record Certifies that

by _____
Played _____
Player _____ RPGA # _____

Has Completed
Shadows of a Dread City
A Metaregional Adventure
Set in Iuz's Border States



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Favor Of The Saved Ones Church:** At the end of this scenario, a PC gains this favor if the party rescued at least one cleric or paladin from Kendragund Keep. It entitles the PC to one free *Raise Dead* ceremony should the need ever arise. The PC must still pay in XP and level loss, however. Once this favor is used, it should be struck through, signed off by the DM, and noted in the Play Notes of the AR on which it is used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Scrolls: *displacement*, *flame arrow*, *suggestion* (Adventure, DMG)
- ❖ *Potion of Gaseous Form* (Adventure, DMG)

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

- ❖ Scrolls: *confusion*, *greater invisibility*, *phantasmai killer*, *stoneskin* (Adventure, DMG)
- ❖ *Ring Of Protection +2* (Adventure, DMG)

APL 8: (All of APLs 4-6 plus the following)

- ❖ Scrolls: *feeblemind*, *cone of cold*, *telekinesis*, *wall of force* (Adventure, DMG)
- ❖ *Candle Of Invocation* (Adventure, DMG)
- ❖ *Wand Of Owl's Wisdom* (Adventure, DMG)

APL 10: (All of APLs 4-8 plus the following)

- ❖ Scrolls: *mordenkainen's lucubration*, *mass suggestion*, *tenser's transformation*, *wall of iron* (Adventure, DMG)
- ❖ *Strand Of Prayer Beads (Lesser)* (Adventure, DMG)
- ❖ *Pearl Of Power, 3rd Level* (Adventure, DMG)

APL 12: (All of APLs 4-10 plus the following)

- ❖ Scrolls: *finger of death*, *mordenkainen's sword*, *insanity*, *spell turning* (Adventure, DMG)
- ❖ *Periapt Of Wound Closure* (Adventure, DMG)
- ❖ *Amulet Of Mighty Fists +1* (Adventure, DMG)
- ❖ *Wand Of Fear* (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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL