



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Shadows of Memory
A Regional Adventure
Set in The Shield Lands

Play Notes:

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

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

Hero of the Shadowdeep: By voluntarily entering the darkness beneath Southkeep and Gensal, you have become attuned to the strange portal that leads to the Shadowdeep realm. This will have effects in future Shield Lands adventures, which may soon include access to the following prestige classes: abolisher, darkrunner, keeper of the Cerulean Sign, topaz guardian (all from Lords of Madness), death delver, and dread witch (both from Heroes of Horror). For now, however, you gain access to one of the following feats:

- Parrying Shield (LoM)
Quick Recovery (LoM)
Bane Magic (HoH)
Font of Life (HoH)
Haunting Melody (HoH)

Lost in Shadow: You remember entering the shadow, and striving against an evil beneath it ...and then you woke up, somewhere between Gensal and Southkeep, lying in the dirt and staring up at the sun. You feel the same, but the world around feels different. You can't quite put your finger on it, but something is off. You must expend an additional 4 TUs for this adventure. This may have effects in future Shield Lands adventures.

Pages from a Book: You emerged from the darkness with a page from Theogren's book of adventurers. By spending 5 TUs studying and meditating on it, you may gain one-time regional access to purchase a +1 ability score-enhancing manual or tome (such as a manual of bodily health +1 or a tome of clear thought +1) of your choice for 22,500 gp. If you do spend the TUs, write the name of the tome or manual below now. If you do not immediately spend the TUs, the page dissipates into dust and shadow, and this benefit is crossed out.

Tome of +1 (Regional; DMG; normally 27,500 gp)

or
Manual of +1 (Regional; DMG; normally 27,500 gp)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Boots of elvenkind (Adventure, DMG)
+1 defending rapier (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- +1 mighty cleaving longspear (Adventure, DMG)
+2 greatsword (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following)

- +2 keen kukri (Adventure, DMG)
Goggles of minute seeing (Adventure, DMG)
Eyes of the eagle (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following)

- Bracers of armor +5 (Adventure, DMG)
Gloves of Dexterity +4 (Adventure, DMG)
Belt of giant strength +4 (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following)

- +2 large moderate fortification darkwood shield (Adventure, DMG, 25,257 gp)
Periapt of Wisdom +4 (Adventure, DMG)
Wand of dispel magic (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- Headband of intellect +6 (Adventure, DMG)
Ring of protection +4 (Adventure, DMG)
Vest of resistance +4 (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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

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

I 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