This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

SHL7-02 – *Shadows of the Mindflayer King*

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.

Bearer of *Deathtongue*: You have chosen to retain possession of the dagger, *Deathtongue*. The dagger has no powers unless specified in the adventure being played. Only one player per table may keep *Deathtongue*.

Troglodyte Earplugs: These mundane earplugs are crafted from bone and connected by a long string. When firmly placed in the ears, they provide a +2 Circumstance bonus to saves against sonic attacks, but they also impose a –15 penalty to Listen checks. Price: 50 gp.

Ally of: (GM Check One)

- ❑ Thozzad
- ❑ Esheera
- ❑ Grayweb

Servant of the Howling Caverns: You have gained insight into the lives of aberrations. If you spend 2 extra TUs on this adventure, you gain 1 additional shadow point and, for your next 3 adventures, you gain one of the following (Check One):

- ❑ +2 morale bonus to all saves against aberrations
- ❑ +2 morale bonus to attack and damage rolls against aberrations

Noni's Grudging Admiration: You may take Noni as a cohort. If you currently cannot take her as a cohort, she will join you when you can. See the supplemental AR for her starting statistics. Only one PC per table may receive this favor.

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 2:

- ❖ Troglodyte earplugs (Adventure; See Above)
- ❖ *Potion of darkvision* (Adventure; 300 gp)
- ❖ *Ring of feather falling* (Adventure; DMG)
- ❖ *Scroll of detect aberration*, arcane or divine (Adventure; *LoM*; CL3; 150 gp)
- ❖ *Scroll of knight's move* (Adventure; *SpC*; CL5; 375 gp)

APL 4 (all of APL 2 plus the following):

- ❖ *Scroll of invoke the cerulean sign*, arcane or divine (Adventure; *LoM*; CL5; 375 gp)
- ❖ Shadow essence poison (Adventure; limit 3; DMG)

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

- ❖ *+1 flaming composite longbow* [*str* +5] (Adventure; 8,900 gp)
- ❖ *Wand of ghoul touch* (Adventure; DMG)

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

- ❖ *+1 frost composite longbow* [*str* +1] (Adventure; 8,500 gp)
- ❖ *Immovable Rod* (Adventure; DMG)

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

- ❖ Dragon bile poison (Adventure; limit 2; DMG)

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

- ❖ Dragon bile poison (Adventure; limit 4; 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