



This Record Certifies that



Adventure Record#

597 CY
ADVENTURE

Character Name _____

Classes and Levels _____

Player Name _____

RPGA # _____

Has Completed

SHL7-05 – Shadows of Nevermore

A Regional Adventure

Set in **the Shield Lands (Shadowdark)**

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

By spending accumulated Shadow Points, you may gain a selection of the following benefits. No PC can have more than 7 Shadow Points. All Shadow Points must be spent now.

Total Shadow Points: _____.

Permanent Taint (2 points): *Tainted by Shadow* (see SHL7-05 *Shadows of Nevermore* AR) becomes permanent.

Darkvision (2 points): You gain darkvision 60 ft. for the duration of *Tainted by Shadow*; if you already have darkvision, the range increases by 60 ft.

Convert Item Frequency: For each Shadow Point spent, you can convert two Items Found on any Shadowdark AR to Frequency: Regional.

Retain More Memories: You may make one feat (1 point), prestige class (2 points), or spell (1 point/2 spells) Open access from the Awash in Ten Thousand Dead Minds portion of the SHL 7-04 AR.

Prestige Classes (2 points each)

- ❖ Abolisher; LoM
- ❖ Cavestalker; DotU
- ❖ Darkrunner; LoM
- ❖ Keeper of the Cerulean Sign; LoM
- ❖ Shadowblade; ToM
- ❖ Topaz Guardian; LoM; In the Shield Lands, the Topaz Order is part of the Church of Holy Shielding. You must worship Heironeous.

Item Upgrades (1 point each)

- ❖ Consumptive (weapon): MIC
- ❖ Dark (armor): DotU
- ❖ Daylight (armor): MIC
- ❖ Illuminating (weapon): MIC
- ❖ Light burst (weapon): DotU
- ❖ Mindarmor (armor): MIC
- ❖ Shadowstrike (weapon): MIC
- ❖ Shadow Striking (weapon): ToM
- ❖ Sparkling (weapon): DotU
- ❖ Twilight (armor): MIC
- ❖ +2 Cha enhancement bonus to head slot item: MIC
- ❖ +2 Con enhancement bonus to torso slot item: MIC
- ❖ +2 Dex enhancement bonus to feet slot item: MIC
- ❖ +2 Int enhancement bonus to face slot item: MIC
- ❖ +2 Str enhancement bonus to arm slot item: MIC
- ❖ +2 Wis enhancement bonus to hear slot item: MIC

Feats (1 point each)

- ❖ Aberration Banemagic; LoM
- ❖ Nocturnal Caster; ToM
- ❖ Shadowborn Warrior; DotU
- ❖ Shadowbound; Dra #319
- ❖ Umbral Shroud; CC
- ❖ Umbral Spell; DotU
- ❖ Unseen Arrow; ToM

Alternate Class Features (2 points each)

- ❖ Barbarian: trapkiller^{Dun}
- ❖ Barbarian: view the spirit world^{CC}
- ❖ Bard: mimicking song^{Dun}
- ❖ Cleric: divine restoration^{Dun}
- ❖ Druid: root walker^{Dun}
- ❖ Favored soul: deity's favor^{PH2}
- ❖ Fighter: dungeon crasher^{Dun}
- ❖ Hexblade: dark companion^{PH2}
- ❖ Marshal: adrenaline boost^{PH2}
- ❖ Monk: wall walker^{Dun}
- ❖ Paladin: divine spirit^{Dun}
- ❖ Ranger: trap expert^{Dun}
- ❖ Rogue: penetrating strike^{Dun}
- ❖ Scout: dungeon specialist^{PH2}
- ❖ Sorcerer: spell shield^{Dun}
- ❖ Swashbuckler: shield of blades^{PH2}
- ❖ Warmage: eclectic learning^{PH2}
- ❖ Wizard: wizard of sun and moon^{Dun}

Spells (1 point for two spells)

- ❖ CC: ravenous darkness, rejuvenating light.
- ❖ CM: nightmare terrain, pall of twilight.
- ❖ DotU: shadow double, shadow shroud, snuff the light.
- ❖ LoM: detect aberration, invoke the cerulean sign.
- ❖ SpC: blacklight, claws of darkness, cone of dimness, dark way, darkbolt, deeper darkvision, ghost touch armor, ghost touch weapon, light of lunia, light of mercuria, light of venya, moon bolt, moon lust, net of shadows, shadow cache, shadow hand, shadow phase, shadow mask, shadow radiance, shadow spray, shadow well, shadowfade, shadowy grapppler, slashing darkness, spectral weapon, veil of shadow, wall of light.

Spend It All (7 points): By spending 7 shadow points, the PC can receive the dark creature^{ToM} template. The template is acquired on the very next level the character attains, instead of a new character class. As a +1 LA template, it counts as one character class level.