



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Scales and Secrets
A Regional Adventure
Set in The Bandit Kingdoms

Play Notes:

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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 10

max 1,320xp; 3,300gp

APL 12

max 1,555xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

This AR is only to be given to a PC that completed the "Dragon Route" in the adventure.

Maugoroothyx's Trophy: With the defeat of the green dragon Maugoroothyx, the Tangle's druids agree to craft a single special item from the following list (circle the item selected): dragoncraft heavy shield (green), dragoncraft hide armor (green), dragonfang falchion (green), or a dragonfang spear (green). This access is Freq: Regional, but may only be used once. AR Used: \_\_\_\_\_

Dragoncraft Armor or Shield (Green): A suit of green dragoncraft armor or a green dragoncraft shield grants the wearer acid resistance 5. This resistance is treated as extraordinary (and thus nonmagical) feature of the armor. It doesn't stack with any other acid resistance possessed by the character.

In addition, dragoncraft armor is treated as one category lighter for purposes of movement and other determinations. Armor check penalties are reduced by 2 (including the reduction for being masterwork). Dragoncraft armor has the normal maximum Dexterity bonus.

Price: 6,165 gp (hide armor) or 3,170 gp (heavy shield); Weight: same as ordinary armor or shield.

Dragonfang Weapon (Green): Dragonfang weapons are masterwork weapons crafted from the claws and teeth of a dragon. In addition to the +1 nonmagical enhancement bonus on attack rolls granted by its masterwork quality, a green dragonfang weapon deals 1 point of acid damage on each successful hit. This damage is treated as an extraordinary (and thus nonmagical) feature of the weapon. It doesn't stack with any other acid damage dealt by the weapon.

Price: 675 gp (falchion) or 602 (spear); Weight: same as ordinary weapon.

Blessings of the Tangle's Druids [ ] [ ]

You gain two influence points with Druids of the North which can be spent as normal per BKMG, or they can both be spent at the same time to gain access (Freq: Adventure) to one of the following items: Bag of Tricks (tan), Belt of Giant Strength +4, Gloves of Dexterity +4, Amulet of Health +4, or Shirt of the Moon (MH). AR Spent: \_\_\_\_\_

In addition, members of the Tangle's Druids metaorg gain access to the spell arc of lightning and any ranger may gain access to the spells lightfoot and guided arrow. All spells are from Miniatures Handbook.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 10

- Dragonhide banded mail (green) (Adventure, DMG)
Ring of communication (Adventure, Miniatures Handbook)
Wand of alarm (Adventure, DMG)
Wand of bear's endurance (Adventure, DMG)
Wand of bull's strength (Adventure, DMG)
Wand of magic missile (9th level) (Adventure, DMG)
Stone of commanding earth elementals (Adventure, DMG)
Censer of commanding air elementals (Adventure, DMG)

APL 12 (all of APL 10 plus the following)

- Cloak of Charisma +4 (Adventure, DMG)
Lesser metamagic rod of Silent Spell (Adventure, DMG)

APL 14 (all of APLs 10-12 plus the following)

- Gloves of Dexterity +4 (Adventure, DMG)
+2 heavy flail (Adventure, DMG)
Rhino hide (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