



This Record Certifies that

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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 10

max 1,350xp; 1,868gp

APL 12

max 1,545xp; 3,300gp

APL 14

max 1,740xp; 6,600gp

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

☛ **Stones of Death's Passing (Hallorn):** You have gained possession of the set of seven stones used to navigate to the pool portal located beneath Hallorn. While they do not allow travel to any of the similar portals located in the Bandit Kingdoms, they can allow quick access to the liberated city should another portal be found to use them with.

Prerequisites: Unknown; Caster Level 18th; *Cost:* 1,125 gp (for the set); *Weight:* 7 lb.

☛ **Lich's Library:** Searching through the elven lich Xerveslyn's library, you found information giving you access to the Sudden Maximize (MH) feat.

☛ **Lich's Library:** You found among the tomes a *manual of bodily health* (see Item Access below). If purchased and read, the PC must record the inherent bonus to their Constitution (+1 or +2) in the space below: ____.

☛ **Gerland's Favor:** Any member of the Druids of the Tangles gains access to the *arc of lightning* spell (MH).

☛ **Influence Point with the Druids of the North []**

This may be used in the normal way per BKMGM, or it can be spent to gain access to a single item from the Miniatures Handbook on this list (Freq: Adventure): *Cloak of Thorns*, *Rod of Flame Extinguishing*, or *Shirt of the Treant*. AR Spent: ____

☛ **Blessings of the Death Cultists [] []**

In exchange for providing them with the location to the Wells beneath Hallorn, the Death Cultists will remember your deeds. You gain two influence points with the Death Cultists can be spent as normal per BKMGM, or they can both be spent at the same time to gain access to the following clerical spells from the Miniatures Handbook: *delay death*, *living undeath*, *veil of shadow*, *slashing darkness*.

☛ **Influence Point with the Army of the Warfields**

☛ **Influence Point with the Circle of Crimson Stone**

☛ **Influence Point with Hellstone Tower**

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +3 heavy steel shield (Adventure, DMG)
- ❖ +2 chain shirt (Adventure, DMG)
- ❖ Cloak of resistance +3 (Adventure, DMG)

APL 12 (all of APL 10 plus the following)

- ❖ Manual of bodily health +1 (Adventure, DMG)

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

- ❖ Headband of intellect +4 (Adventure, DMG)
- ❖ Manual of bodily health +2 (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 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