



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Blue Scales, Red Secrets

A Metaregional Adventure
Set in The Empire of Iuz



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#

596 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

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

➤ **Companion of the Rift:** If you immediately spend 4 TUs, you may develop a relationship with a displacer beast cub; you gain access to one displacer beast cohort (ECL 10). These cohorts advance by class and have a favored class of rogue. They will always have a Lawful Neutral alignment. Both cohorts start with the feats Alertness, Dodge, and Stealthy.

The male has the following ability scores:

Str 22, Dex 16, Con 20, Int 4, Wis 14, Cha 6.

The female has the following ability scores:

Str 20, Dex 18, Con 18, Int 4, Wis 16, Cha 6.

➤ **Consort of Morginstaler:** Your PC went with Morginstaler on a moonlit tour of the Rift. For the next 12 TUs, your PC gains Fire Resistance 10, a +1 enhancement bonus to natural armor, and a +1 inherent bonus to Charisma. After those 12 TUs have been spent, you must spend 12 more consecutive TUs in non-adventuring activities. The PC then gains fire resistance 5 for a duration of one year and access to the following items: Draconic Breath^{Car}, dragon disciple, Draconic Heritage^{Car} and Draconic Power^{Car} (all red only); Dragonthrall^{Dra}, draconic might^{SpC}, entice gift^{SpC}, ghostly tail^{RoD}.

➤ **Kobold Lair Knowledge:** You have learned where an entrance to a kobold lair lies buried by rubble in the Rift Canyon.

➤ **Gratitude of Menfri Rauveen:** Menfry has agreed to craft the following magic items for you at the standard prices: *amulet of proof against detection and location*, *Boccob's blessed book*, *cloak of displacement* (minor or major), *electricity resistance* and *fire resistance* armor upgrades, *paralytic burst*^{MH} and *shock* weapon upgrades.

In addition, you may spend 1 TU later to locate Menfri and purchase any of the above items, or items marked with a * below, copy spells from his spellbook (see the supplemental AR), or learn the Sudden Silent^{CA} meta-magic feat.

➤ **Strange Blue Dragon Scale:** Against a dragon's frightful presence, the bearer of this scale and all allies within 30' are treated as having +4 HD and gain a +4 to their Will save. If the bearer makes his save, his familiar, animal companion, and/or special mount automatically makes its save. This item only works for kobolds and does not take up an item slot. Frequency: Adventure.

Faint abjuration; CL 3rd; Craft Wondrous Item, Dragon Hunter Bravery^{DRA}; Price: 3,000 gp; Weight 1 lb.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Amulet of health* +4 (Adventure, DMG)*
- ❖ *Arcane scroll of break enchantment* (Adventure, CL 14, DMG)*
- ❖ *Arcane scroll of greater dispel magic* (Adventure, CL 14, DMG)*
- ❖ *Arcane scroll of ethereal jaunt* (Adventure, CL 13, DMG)*
- ❖ *Clear spindle ioun stone* (Adventure, DMG)*
- ❖ *Figurine of wondrous power (bronze griffon)* (Adventure, DMG)*
- ❖ *Goggles of night* (Adventure, DMG)*
- ❖ *Heward's handy haversack* (Adventure, DMG)*
- ❖ *Vest of resistance* +3 (Adventure, Complete Arcane)*
- ❖ *Strange blue dragon scale* (Adventure, see above)
- ❖ *Wand of bull's strength* (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- ❖ *Chime of opening* (Adventure, DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ *Staff of charming* (Adventure, DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +3 *heavy steel shield* (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