



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Secrets of the Dead Mind

A Regional Adventure
Set in The Shield Lands



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 2

max 900xp; 900gp

APL 4

max 1,350xp; 1,300gp

APL 6

max 1,800xp; 1,800gp

APL 8

max 2,250xp; 2,600gp

APL 10

max 2,700xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

☛ **Favor of Bladehone:** Lord Bladehone approves of your saving evidence that could point toward the traitor of the Bright Sentry Armory. He will have crafted for you one adamantine weapon of your choice (or 50 adamantine arrows or bolts), at normal DMG prices. Cross off when used.

☛ **Favor of Docamald:** The Countess Docamald approves of your saving evidence that could help uncover the dark doings within the Sharn household. She has made available to you one of the Docamald swords, the Righteous Blade. This +1 blessed longsword is both a formidable weapon and a Docamald heirloom.

The blessed enhancement replicates the effect of the bless weapon spell, permanently and always in effect. The weapon becomes good, bypassing certain damage reduction. All critical hits against evil foes are automatically successful so every threat is a critical hit. This last effect does not apply to a weapon that has a magical affect related to critical hits. CL 5th, Craft Magic Arms and Armor, bless weapon, Price Bonus +1. (*Book of Exalted Deeds*, 8,325 gp.)

☛ **Post-Graduate Connections:** Characters who have earned the "Well-Trained Soldier" certificate (SHL6-105 Basic Training) may treat items below marked with an asterisk (*) as regional access.

☛ **Favor of Danjor:** The Earl of Danjor, Lord of Eastfork in exile and a cousin of Knight Lemanda, approves of your saving evidence that could clear Lemanda's name regarding the fall of Gensal. He has made available to you an *extreme mithral shield* crafted by the church of Mayaheine [exotic shield, +3 AC bonus, -1 armor check penalty, arcane failure 5%] (*Races of Stone*, 1,030 gp.)

☛ **Beholden to the Rhenee:** Petra of the Rhenee helped you out of concern for the Shield Lands, but she is not above reminding you of the fact that she saved you from capture. This may have effects in the future.

☛ **Oathbreaker:** You have defied your natural inclination to order by running from the law. Nightmares remind you of your guilty conscience: for the next three Shield Lands regional adventures you begin each *fatigued*, and suffer a -2 penalty to all Concentration checks.

☛ **Integrity:** You have remained true to your natural inclination to order by wrestling with difficult moral decisions. Confident that your intentions are pure, for the next three Shield Lands regional adventures you begin each with 1 temporary hit point per character level, and gain a +2 bonus to all Concentration checks.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of cure light wounds* (Adventure, DMG)*
- ❖ *Quaal's feather token* (swan boat) (Adventure, DMG)
- ❖ *Vest of resistance +1* (Adventure, Complete Arcane)*
- ❖ *Lesser metamagic rod of extend* (Regional, DMG)
- ❖ *Cloak of elemental protection* (Adventure, Miniatures HB)
- ❖ *Lesser choker of eloquence* (Adventure, Complete Arcane)

APL 4 (all of APL 2 plus the following)

- ❖ *Heward's handy haversack* (Adventure, DMG)*
- ❖ *Scroll of teleport* (Adventure, DMG)
- ❖ *Helm of comprehend language and read magic* (Regional, DMG)
- ❖ *Boots of big stepping* (Adventure, Miniatures Handbook)

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

- ❖ *Circlet of persuasion* (Adventure, DMG)
- ❖ *Vest of resistance +2* (Adventure, Complete Arcane)*
- ❖ *Hat of disguise* (Regional, DMG)

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

- ❖ *Vest of resistance +3* (Adventure, Complete Arcane)*
- ❖ *Boots of levitation* (Adventure, DMG)

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

- ❖ *Winged boots* (Adventure, DMG)
- ❖ *Vest of resistance +4* (Adventure, Complete Arcane)

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

- ❖ *Stone of good luck* (Adventure, DMG)
- ❖ *Belt of magnificence +4* (Adventure, Miniatures Handbook)

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

2 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