



This Record Certifies that



Play Notes:

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

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by Player RPGA #

Has Completed
Old Secrets Never Die
A Regional Adventure
Set in Keoland

Event: Date:
DM: Signature RPGA #

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

Favor of Viscount Richart Jorgos

For your continued efforts against the evil forces menacing the Hool, you have received the favor of Richart Jorgos. Power Rank: Noble, Political: Royal. See the Keoland Meta-Organization Book o for details, or contact the Keoland triad for further information.

With your valiant penetration of the Hool Beacon, the time has come for you to be rewarded for your efforts. Tally the amount of influence you have earned with Richart Jorgos (from this scenario as well as the Keoland regional scenarios KEO2-05 Royal Rescue, KEO2-06 Hunt in the Hool, and/or KEO3-02 Predators and Prey) and consult the following lists. You may expend some or all of this influence at the end of any adventure set in Keoland or the Sheldomar Valley Metaregion to gain one-time access (Frequency: Adventure) to your choice of ONE item in the appropriate list. You may choose to expend less than the full number of points you have earned, and you may choose to gain access to several lesser items this way. When expended, mark an X through the influence point/favors on the AR(s) in question. The lists are:

Expend 1 Influence Point/Favor: dragonhide full plate, thundering weapon special ability upgrade, ring of swimming, wand of magic missile (5th level caster), or druid's vestment.

Expend 2 Influence Points/Favors: spell resistance (13) armor/shield special ability upgrade, Wounding weapon special ability upgrade, immovable rod, wand of magic missile (7th level caster), or folding boat.

Expend 3 Influence Points/Favors: lion's shield, trident of warning, ring of force shield, cloak of the manta ray, or amulet of mighty fists +2.

Expend 4 Influence Points/Favors: wild armor/shield special ability upgrade, trident of fish command, ring of minor acid resistance, python rod, torc of animal speech (MorW), or goggles of night.

Leptor's Spellbook

1st-[feather fall, grease, mage armor, magic missile, shield]; 2nd-[invisibility, levitate, protection from arrows, scare, web]; 3rd-[fireball, fly, haste, vampiric touch]; 4th-[charm monster, crushing despair, dimension door, lesser globe of invulnerability]; 5th-[cloudkill, cone of cold, transmute rock to mud]; 6th-[Bigby's forceful hand, chain lightning, legend lore].

Market Price: 760 gp; Weight: 3 lbs.

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4:

- Caster's Shield (Adventure, DMG)
Leptor's Spellbook (Adventure, see above)
Ring of Counterspells (Adventure, DMG)

APL 6 (APL 4 Items plus):

- Amulet of Mighty Fists +1 (Adventure, DMG)
Scroll of Mass Cure Critical Wounds (Adventure, 15th level caster, DMG)

APL 8 (APL 4, 6 Items plus):

- Decanter of Endless Water (Adventure, DMG)
Metamagic Rod, Empower, Lesser (Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- +2 Studded Leather Armor (Adventure, DMG)
Necklace of Adaptation (Adventure, DMG)
Wand of Slow (Adventure, 5th level caster, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- Adamantine Breastplate (Adventure, DMG)
Cloak of Resistance +3 (Adventure, DMG)
Headband of Intellect +2 (Adventure, DMG)
Monk's Belt (Adventure, DMG)
+2 Light Crossbow (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 Items

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL