



This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed
KEO4-06 Knights of Futures' Past
A Regional Adventure
Set in Keoland



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 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

APL 14
max 1,800 xp; 6,600 gp

APL 16
max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

Favor of the Duke of Gradsul

For protecting the interests of his city and rescuing his person during the Ball of the Red Masque, Duke Luschan VII will make his Sea Mages available to upgrade one, and only one, ability-boosting item from +2 to +4 or from +4 to +6. The PC thus gains access (Frequency: Regional) to purchase this upgrade. Mark this favor as USED when consumed.

Mirror ... Mirror

The magic of the Mirror of Lendor has infused this PC. This PC gains the ability to reroll a single saving throw they have just failed. Use the second roll for the check even if the result is less desirable. This does not stack with the Luck domain or similar abilities. This ability can only be used once. Mark this effect as USED when consumed. Until the ability is used, the PC also gains a +1 luck bonus to Knowledge (the Planes) checks.

Lost in Time

This PC has become lost in a parallel universe with no way home. This PC is removed from play. Contact the Keoland Triad for more information.

Banned from Gradsul

This PC failed to protect the Duke or acted in an inappropriate way within the Gradsul city limits. This is an impressive feat considering it occurred during the most debauched festival in all of Keoland. This PC suffers punishment if he/she participates in any Regional or Metaregional that starts, or takes place within, in whole or in part, the City of Gradsul. The PC has been marked by the Sea Mages, who will know of their trespass in Gradsul and will alert the authorities, resulting in the imprisonment of the PC for one year in solitary confinement (cost of 52 additional TUs).

Favor of the Sea Mages

For providing information of your planar travels, the Sea Mages of Gradsul have offered access to one of the following spells (from the MH). If the PC is a wizard, they may scribe it into their spellbook at no cost. Circle the spell chosen (circle three if the PC is a member of the Sea Mages meta-organization): lesser electric orb, arc of lightning, baleful transposition, slide, greater slide, undeniable gravity, repair light damage, repair moderate damage, snake's swiftness.

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 6:

- Brooch of Shielding (Adventure, DMG)
Decanter of Endless Water (Adventure, DMG)
Everfull Mug w/ Crest of the Harp and Ale (Adventure, A&EG)
Metamagic Rod, Extend, Lesser (Adventure, DMG)
Quarter of Eblonaa (Adventure, DMG)
Ring of Counterspells (Adventure, DMG)
Shatterspike (Adventure, DMG)

APL 8 (APL 6 Items plus):

- Glove of Storing (Adventure, DMG)
Robe of Useful Items (Adventure, DMG)
Sleep Arrow (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- +1 Mithral Chain Shirt (Adventure, DMG)
Boots of Levitation (Adventure, DMG)
Circlet of Persuasion (Adventure, DMG)
Cloak of Resistance +3 (Adventure, DMG)
Goggles of Night (Adventure, DMG)
Heward's Handy Haversack (Adventure, DMG)
Screaming Bolt (Adventure, DMG)

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

- +1 Frost Composite Longbow (+2 Str bonus) (Adventure, DMG)
+2 Chain Shirt (Adventure, DMG)
+3 Heavy Steel Shield (Adventure, DMG)
Bocob's Blessed Book (Adventure, DMG)
Pearl of Power - 4th Level (Adventure, DMG)
Pernap of Wisdom +4 (Adventure, DMG)
Slaying Arrow, Human (Adventure, DMG, Limit Three)

APL 14 (APL 6, 8, 10, 12 Items plus):

- +2 Mithral Chain Shirt (Adventure, DMG)
Bracers of Archery, Lesser (Adventure, DMG)
Cloak of Charisma +4 (Adventure, DMG)
Cloak of Resistance +4 (Adventure, DMG)
Dragonrider Armor, Black (Adventure, Draconomicon)
Greater Slaying Arrow, Human (Adventure, DMG, Limit Three)
Helm of Underwater Action (Adventure, DMG)
Ioun Stone, Dusty Rose Prism (Adventure, DMG)
Metamagic Rod, Empower (Adventure, DMG)
Pearl of the Sirens (Adventure, DMG)
Ring of Evasion (Adventure, DMG)

APL 16 (APL 6, 8, 10, 12, 14 Items plus):

- +3 Full Plate (Adventure, DMG)
+3 Heavy Mithral Shield (Adventure, DMG)
Brilliant Energy Arrow (Adventure, DMG, Limit Ten)
Ioun Stone, Iridescent Spindle (Adventure, DMG)
Pernap of Wisdom +6 (Adventure, DMG)
Ring of Energy Resistance, Major (Cold) (Adventure, DMG)
Ring of Freedom of Movement (Adventure, DMG)
Ring of Protection +3 (Adventure, DMG)
Sword of Subtlety (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

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

GP

FINAL GP TOTAL

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL