



This Record Certifies that



Play Notes:

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



Adventure Record#
595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed
KEO5-02 Twisted Chaos
A Regional Adventure
Set in Keoland

Event:
Date:
DM:
Signature
RPGA #

APL 4
max 675 xp; 650 gp

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

Cross out any game effects this character does not gain.

Disfavor of the National Academy of Wizardry: You have angered the powerful National Academy of Wizardry (NAW) of the Kingdom of Keoland. This disfavor may preclude you from receiving employment in certain adventures. If you are a member of the NAW, you are immediately demoted one rank. If this would place you below the lowest rank in the metaorganization, you are dismissed from the metaorganization, never to be readmitted.

Influence Point with the National Academy of Wizardry: The wizards of this powerful organization are pleased with your efforts. You may find that being in their good graces is useful in the future.

You may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access (Frequency: Adventure) to purchase a single upgrade to any armor, shield, or weapon you possess; the upgrade is limited to an increase of one in the enhancement bonus of the item (including moving from masterwork to +1). Pay the difference between the old and new price, but with a one-time 20% discount.

Alternatively, you may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access (Frequency: Adventure) to purchase a single staff or wand listed in the DMG and whose market price is listed at 65,000 gp or less. Only staves and wands whose prerequisite spells can be cast by a sorcerer or wizard may be purchased.

Enmity of the Black Brotherhood: For foiling a plan to rouse an aspect of their deity, you have earned the ire of the Black Brotherhood and their mysterious patron, Mnemnothraxus.

Optional Encounter: PCs who participated in the optional encounter are subject to Touched by Chaos below. They also must expend 1 additional TU for participating in this optional encounter (2 TUs for out-of-region PCs).

Raise the maximum xp and gp caps on this Adventure Record to the following amounts: APL 4 - 1,012 xp, 975 gp; APL 6 - 1,350 xp, 1,350 gp; APL 8 - 1,687 xp, 1,950 gp; APL 10 - 2,025 xp, 3,450 gp; APL 12 - 2,362 xp, 4,950 gp.

If the PCs defeat the aspect of Tharizdun, they discover additional treasure in the dust remains of the obsidian table. The items marked with an \* on the Items Found During the Adventure list below are only available to PCs who successfully complete the optional encounter.

Touched by Chaos: You have been in the presence of an aspect of Tharizdun. You heard whispers in your mind and soul secrets you were not willing to hear. You radiate chaos just as if you were chaotic in alignment; if you were already chaotic, the strength of your aura increased by one step (for purposes of a detect chaos spell). Furthermore, you gain a +4 circumstance bonus to all saving throws against spells with the chaos descriptor. Touched by Chaos has no other in-game effects and lasts for one year from the date on this Adventure Record.

TU
Starting TU

1 Or 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4:

- Divine Scroll of Restoration (7th level caster; Adventure; DMG)
Elixir of Hiding (Adventure; DMG)
Necklace of Fireballs, Type I (Adventure; DMG)
Universal Solvent (Adventure; DMG)
\*Moonsilver Shard (Adventure; A&EG; Limit Five)

APL 6 (all of APL 4 plus the following):

- Elixir of Fire Breath (Adventure; DMG)
\*Ring of Force Shield (Adventure; DMG; Limit One)

APL 8 (all of APLs 4, 6 plus the following):

- Elixir of Sneaking (Adventure; DMG)
Necklace of Fireballs, Type II (Adventure; DMG)
\*Ghost Net (Adventure; Libris Mortis; Limit One)

APL 10 (all of APLs 4, 6, 8 plus the following):

- +1 Harmony Rapier (Adventure; A&EG)
Profane Scabbard (as per sacred scabbard but corrupt weapon (DMG page 182) instead of bless weapon; Adventure; CW)
\*Dimensional Prism (Adventure; A&EG; Limit One)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- +1 Anarchic Greatsword (Adventure; DMG)
+1 Keen Harmony Rapier (Adventure; DMG/A&EG)
Bead of Force (Adventure; DMG)
Necklace of Fireballs, Type V (Adventure; DMG)
\*Vestments of Steadfast Spellcasting (Adventure; Planar Handbook; Limit One)

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