



This Record Certifies that



Played by _____
Player RPGA #

Has Completed
KEO7-02 Mist Taken
A Regional Adventure
Set in Keoland

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#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 450 gp

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.

Favor of the Clan Berrender: For assisting the Berrender Clan, their weaponsmiths have offered to craft you a special gift. You may spend this favor to gain access to purchase a weapon crafted from adamantine. This weapon may be of any type which you have access. The crafting of this weapon costs you 1 additional TU if it is simple or martial (or 2 if it is exotic). Mark this favor as USED when it is spent.

Favor of the Clan Stonecrow: For rescuing Matriarch Hammergrim from the clutches of sacrifice to Erythnul, and for cleansing the valley of the dread mist, Clan Stonecrow offers you a magical amulet. This amulet is wrought from the finest silver and emblazoned with the holy symbol of the deity of your choice. This amulet functions as a holy symbol and grants its wearer a +1 sacred bonus to armor class. This item takes up the neck slot. To gain the amulet, you must spend this favor and 1,000 gp. Mark this favor as USED when it is spent.

Erythnul's Reaping: For foiling Erythnul's plans to slaughter clan Stonecrow, his followers have marked you for slaughter instead, in the most painful manner. For one year from the date on this Adventure Record, any critical threat made against you by a weapon with a x4 or greater threat modifier is considered an automatic success. This effect may be removed by a *remove curse*, *wish*, *miracle*, or *break enchantment* spell cast by a 17th level or higher caster.

Mistlungs: A curious side effect has occurred from your exposure to the new dread mist. You can now permanently hold your breath for double the normal duration listed in the DMG.

Additionally, the next time you are subject to a *raise dead* spell, the material cost of the spell is reduced by 20%. Mark this section of this effect as USED when the reduction is taken.

TU
Starting TU

I 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 2:

- ❖ Dust of Dryness (Adventure; Dungeon Master's Guide)
- ❖ Hand of the Mage (Adventure; Dungeon Master's Guide)
- ❖ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):

- ❖ Mithral Heavy Shield (Adventure; Dungeon Master's Guide)
- ❖ Ring of Feather Falling (Adventure; Dungeon Master's Guide)

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

- ❖ Druid's Vestment (Adventure; Dungeon Master's Guide)
- ❖ Figurine of Wondrous Power, Silver Raven (Adventure; Dungeon Master's Guide)
- ❖ Rod of Metal and Mineral Detection (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ +1 Vicious Dwarven Waraxe (Adventure; Dungeon Master's Guide)
- ❖ Arrow of Slaying, Evil Outsider (Adventure; Dungeon Master's Guide; Limit 5)
- ❖ Rod of Enemy Detection (Adventure; Dungeon Master's Guide)
- ❖ Vest of Escape (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ Potion of Shield of Faith +4 (Adventure; Dungeon Master's Guide)
- ❖ Ring of Chameleon Power (Adventure; Dungeon Master's Guide)
- ❖ Shifter's Sorrow (Adventure; Dungeon Master's Guide)
- ❖ Staff of Swarming Insects (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ +1 Reflecting Full Plate (Adventure; Dungeon Master's Guide)
- ❖ +1 Speed Vicious Dwarven Waraxe (Adventure; Dungeon Master's Guide)
- ❖ Manual of Clear Thought +2 (Adventure; Dungeon Master's Guide)
- ❖ Orb of Storms (Adventure; Dungeon Master's Guide)
- ❖ Ring of Shooting Stars (Adventure; Dungeon Master's Guide)

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