



This Record Certifies that



Played by _____ Player _____ RPGA # _____

Has Completed
KEO7-04 Castlefall
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#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Cross out any game effects this character does not gain.

A Servant of the Empire: You have recovered the personal insignia of a Royal Standard lost in combat. For returning this, the Royal Standards will honor you until the end of your days. You receive a +4 circumstance bonus to all Cha-based checks within Keoland. You are given insignias of your own in recognition of your efforts to bring rest to the fallen.

If you choose, you may spend an additional 2 TUs and 4,000 gp at the end of this adventure. If you do so, the insignia you wear is enchanted. Three times, when you fail a Will save, a Lion's Roar will bellow from the insignia, allowing you to reroll the failed save. This item takes up a neck slot. When the three rerolls are used, the insignia becomes nonmagical.

Vault Master: You have grasped the Wheel of the Vault, and it is by your efforts alone that the Vault of the Hollow was opened. Your arms are now covered with blue runes that seem to squiggle and squirm. Once per adventure you may call upon the powers within the runes to aid you in your struggles as an immediate action. This manifests as a +4 enhancement bonus to any single die roll you are about to make.

If you have the Draconic Heritage feat and any further [Draconic] feats, you gain an additional +1 to this roll for each feat you have. Using this effect causes a very visible glow to light up around you, so be wary where you choose to use it.

Ringfinders: You have found a powerful magical trinket that somehow the Marru missed while in Godakin Keep. Shortly after you acquire this ring, you are approached by members of the Silent Ones, who thank you profusely for your efforts and remove the ring from your personage. In return, the Silent Ones make a small gift to you. The next ring you purchase from any source costs 20% less. This may not be used for any ring that uses necromantic magics. Mark this effect as USED when the ring is bought.

Stealing the Seal: The Audacity! Before destroying one of the seals you secreted some of the gems on your person. You gain APL x 100 gp, which is considered as though you sold an item (not an amount that may take you above the treasure cap for this adventure at your chosen APL). This theft comes with a price of its own, however. For the next 10 adventures, all Reflex saves you attempt receive a -2 profane penalty.

Desert Dissection: You have a full working knowledge of Marrutacts and Marrusaults. You are considered to know all general details of these creatures. In addition, your spells and weapons are more potent against these creatures. You receive a +2 insight bonus to all weapon damage rolls and a +1 per die insight bonus to all magical damage rolls against these creatures.

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 6 (all of the following):

- Bracers of Blinding Strike (Adventure; Magic Item Compendium)
Dust of Dispersion (Adventure; Magic Item Compendium)
Instrument of the Bards, Doss Lute (Adventure; Complete Arcane)
Lance of the Last Steed (Adventure; Complete Warrior)
Rapidstrike Bracers (Adventure; Magic Item Compendium)

APL 8 (all of APL 6 plus the following):

- +1 Exit Wound Composite Longbow, +6 Str Bonus (Adventure; CW)
Sacred Scabbard (Adventure; Magic Item Compendium)
Rod of Fury +1 (Adventure; Complete Arcane)
+1 Mithral Full Plate (Adventure; Dungeon Master's Guide)
Skirmisher Boots (Adventure; Magic Item Compendium)
Ring of Vengeance (Adventure; Magic Item Compendium)

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

- +1 Animated Tower Shield (Adventure; Dungeon Master's Guide)
Ring of Adamantine Touch (Adventure; Magic Item Compendium)
Ring of Instant Escape (Adventure; Complete Mage)
Staff of Night (Adventure; Complete Mage)

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

- +1 Explosive Spiked Chain (Adventure; Complete Warrior)
Amulet of Proof against Detection and Location (Adventure; DMG)
Chime of Interruption (Adventure; Dungeon Master's Guide)
Pick of Piercing (Adventure; Magic Item Compendium)
Ring of the Forcewall (Adventure; Magic Item Compendium)
Rod of Sure Striking (Adventure; Magic Item Compendium)

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