



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

KEO8-04 The Secret

**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

Adventure Record#

598 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350 XP; 2,300
gp

APL 12

max 1,575 XP; 3,300
gp

Count Orloc's Spellbook: This black-bound spellbook includes several sections, which can be purchased separately. All spells are from the *SpC*.
Spellbook I (APL 2+): 1st – *backbiter*, *benign transposition*, *distract assailant*, *estoplastic armor*, *hail of stone*; 2nd – *chain of eyes*, *distracting ray*, *ice knife*, *mechanus mind*; 3rd – *chain missile*, *demon dirge*, *ray of dizziness*, *spectral weapon*; 4th – *defenestrating sphere*, *orb of cold*, *thunderlance*. Cost 1,850 gp.
Spellbook II (APL 6+): 3rd – *avoid planar effects*; 5th – *planar tolerance*, *viscid glob*, *vitriolic sphere*. Cost: 900 gp.
Spellbook III (APL 10+): 5th – *ball lightning*; 6th – *acid storm*, *freezing fog*. Cost 900 gp.

Influence Point with Holphin Neheli: For successfully completing the mission assigned to you by the Kingslayer, he grants you access (Adventure) to purchase one, and only one, of the following items/upgrades from the *MIC*: *blessed weapon* upgrade; *ghost strike* weapon upgrade; *angelhelm*; or *deathstrike* bracers.

The following is for the Optional Encounter only:
Gone Public: You have gone public with the information contained in the *Chronicle of Secret Times*. What effects this may have on you in the future are uncertain

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 2-4

❖ *Count Orloc's Spellbook vol. I (Adventure; see above)*

❖ *Golembane scarab (Adventure; DMG)*

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

❖ *Count Orloc's Spellbook vol. I-II (Adventure; see above)*

❖ *Lens of detection (Adventure; DMG)*

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

❖ *Boots of striding and springing (Adventure; DMG)*

APL 10 (all of APLs 2-8 plus the following):

❖ *Count Orloc's Spellbook vol. I-III (Adventure; see above)*

❖ *Robe of scintillating colors (Adventure; DMG)*

APL 12 (all of APLs 2-10 plus the following):

❖ *Wings of flying (Adventure; DMG)*

The following is for the Optional Encounter ONLY:

APL 2

❖ *Arcanists' Gloves (Adventure; MIC)*

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

❖ *Bracers of arcane freedom (Adventure; MIC)*

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

❖ *Bolt shirt (Adventure; MIC)*

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

❖ *Cloak of stone (Adventure; MIC)*

APL 10 (all of APLs 2-8 plus the following):

❖ *Ring of greater counterspells (Adventure; MIC)*

APL 12 (all of APLs 2-10 plus the following):

❖ *Bone ring (Adventure; MIC)*

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 ½ this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp

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

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