



## This Record Certifies that

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

### Has Completed

KEO5-05 The Madness of King Jorgos  
A Regional Adventure  
Set in Keoland



Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

### 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)

**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

**APL 18**

max 2,250 xp; 17,000 gp

Cross out any game effects this character does not gain.

♣ **Lord Arcturus' Longbow:** This yew longbow belonged to the Suloise noble, Lord Arcturus of Sayre. This weapon is a +1 *magebane* (see CA) *composite longbow* (+2 Str bonus). The bow bears the crest of House Amber and is easily identifiable as having belonged to Lord Arcturus. PCs openly bearing this weapon suffer a -4 penalty to all Cha-based checks with Keoish nobility. Any PC bearing the bow is considered **Wanted!** in the Barony of Sayre. Contact the Keoland Triad for details. Moderate conjuration; CL: 8<sup>th</sup>; *Prereq.*: cannot be crafted; *Price*: 8,600 gp; *Weight*: 3 lbs.

♣ **Hethradiah's Gaze:** You have been struck by an *insanity* spell from the right head of Demogorgon, Prince of Demons.

♣ **Ire of Demogorgon:** You have affronted the Demon Prince himself by daring to raise a hand against him, and he has levied a great curse upon you. Henceforth, this PC has become unable to verbally communicate in anything but the laughter-like barking of a hyena. This does not grant you the ability to speak with hyenas. While it is perfectly acceptable for the other PCs to be annoyed by this curse, you should not annoy your fellow players with it. This is a particularly nasty curse, requiring the casting of both a *miracle* and a *wish* spell to remove it – both casters must be 17<sup>th</sup> level or greater, though the spells need not be cast in any particular order or simultaneously. No other means can remove this curse.

♣ **Favor of Nolan Yarbough:** For sparing the life of Nolan Yarbough, he grants access to one of the following spells (from MH) his arcane research has uncovered. If the PC is a wizard, they may scribe it into their spellbook at no cost. Circle the spell chosen: *Mordenkainen's buzzing bee*, *Bigby's slapping hand*, *legion's snake's swiftness*. Mark this favor as USED when it is consumed.

♣ **Curse of Lycanthropy – Werecrocodile:** Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes can't pass on the curse. See the LGCS for details on dealing with lycanthropy.

♣ **Favorable Notice of Lothar von Reiklande:** You have gained the favorable notice of the Suel noble Lothar von Reiklande for your efforts on behalf of the Empire. This favor may be used to gain access to one of the following arcane spells (from LM, circle spell chosen): *ectoplasmic armor*, *ghost touch armor*, *ectoplasmic feedback*, *bloodstar*. Mark this favor as USED when it is consumed.

♣ **Gratitude of Viscount Richart Jorgos:** For saving his life and soul, the viscount has opened his doors to you. For any adventure that begins within the County of Nume Eor, you receive free Rich upkeep.

♣ **Influence Point with Viscount Richart Jorgos:** For saving his life and his soul, you have gained an Influence Point with Viscount Richart Jorgos. This Influence Point stacks with any other Influence Points with the Viscount you may have. In addition, this Influence Point may be spent to gain access to one of the following items: *armbands of might* (CA), *bowstaff* (CA), *disarming weapon* special ability (CW) or *vampire hunter armor* (AC&EG). Mark this favor as USED when it is consumed.

♣ **HUNTED!** Your attack on a noble of Keoland has caused you to be hunted like an animal. You have become hunted by the Keoish authorities. Your PC is barred from playing any further adventures that take place, in whole or in part, in the Kingdom of Keoland. Contact the Keoland Triad for further details.

### ITEMS FOUND DURING THE ADVENTURE - Cross off all items NOT found

APL 8 (all of the following):

- ❖ Slaying Arrow, Humans (Adventure; DMG) or Vest of Resistance +1 (Adventure; CA)
- ❖ Spider's Nest Bullet (Adventure; Arms & Equipment Guide, Limit One, 1,750 gp)

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

- ❖ +2 Chain Shirt or Ioun Stone, Pink and Green Sphere (Adventure; DMG)
- ❖ Brooch of Shielding (Adventure; DMG) or Vest of Resistance +2 (Adventure; CA)

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

- ❖ +2 Greatsword or +2 Studded Leather or +2 Trident (Adventure; DMG)
- ❖ Cloak of Charisma +4 or Resistance +2 (Adventure; Dungeon Master's Guide)
- ❖ Eyes of the Eagle or Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- ❖ Lord Arcturus' Longbow (Adventure; See Above)

❖ Ring of Counterspells or Protection +2 (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 8, 10, 12 plus the following):

- ❖ +2 Keen Bane (Human) Trident or +3 Chain Shirt or +3 Greatsword (Adv.; DMG)
- ❖ Amulet of Health +4 or Bracers of Armor +3 (Adventure; Dungeon Master's Guide)
- ❖ Ring of Protection +3 (Adventure; DMG) or Vest of Resistance +3 (Adventure; CA)
- ❖ Wand of Fireball (CL 6<sup>th</sup>; Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):

- ❖ +1 Improved Silent Moves Mithral Chain Shirt (Adventure; DMG)
- ❖ +1 Studded Leather, Large Non-humanoid (Adventure; Dungeon Master's Guide)
- ❖ Belt of Giant Strength +4 or Bracers of Armor +5 (Adventure; DMG)
- ❖ Cloak of Resistance +3 or Gloves of Dexterity +4 (Adventure; DMG)
- ❖ Mithral Full Plate of Speed or Sword of Subtlety (Adventure; DMG)
- ❖ Ring of Evasion or Protection +4 (Adventure; Dungeon Master's Guide)
- ❖ Serpent Armor (Adv.; Savage Species) or Vest of Resistance +4 (Adv.; CA)

APL 18 (all of APLs 8, 10, 12, 14, 16 plus the following):

- ❖ +1 Silent Moves Studded Leather, Large Non-humanoid (Adventure; DMG)
- ❖ +3 Anarchic Greatsword or +4 Mithral Buckler (Adventure; DMG)

❖ +4 Improved Silent Moves, Improved Shadow Mithral Chain Shirt (Adventure; DMG)

❖ Amulet of Natural Armor +3 or +5 (Adventure; Dungeon Master's Guide)

❖ Celestial Armor or Cloak of Charisma +6 (Adventure; Dungeon Master's Guide)

❖ Gloves of Dexterity +6 or Ioun Stone, Dusty Rose Prism (Adventure; DMG)

❖ Vest of Resistance +5 (Adventure; Complete Arcane)

### 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 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

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