



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed KEO4-05 A Last Dance at Midnight 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#

594 CY

ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

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

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

Invitation to Join the Shadowdark

If the PC has earned both the Favor of the Shadowdark Guildmistress and the Favor of the House of Linth, the PC may join this most notorious of thieves' guilds. At the end of any Keoland Regional adventure, the PC may elect to expend 6 TUs (expenditure of the favors is not required) to be inducted into the guild. The PC must pay 4 TU each additional year of membership. You may not currently be a member of a thieves' guild when you pay these TUs, nor may you subsequently join another thieves' guild while you are a member. Should you join and then leave without permission (granted out-of-game by the Keoland Triad) your PC is marked for death. This guild operates exclusively out of the Earldom (now County) of Linth. PCs that join the organization begin as Apprentices, and gain the following benefits:

- Access to the Dread Pirate (actually Privateer, thanks to the influence of the Guildmistress with the Keoish admiralty) and Spymaster prestige classes. Additionally, membership in the Shadowdark fulfills the special prerequisite of the Thief-Acrobat prestige class.
- Access (Frequency: Regional) to the following items (A&EG): Ascender/slider, bolt cutters, earplugs, eleven rope, false book, finger blades, glass cutter, gnome crossbow sight, grappling hook (collapsible), grappling ladder, hacksaw, housebreaker harness, jeweler's loupe, knife vest, magnet (small), periscope, quiver scabbard, sheaths (boot and wrist), silent shoes, smuggler's boots, sparker, spider poles, and thieving helmet.
- Access (Frequency: Regional) to some Shadowdark-specific equipment: "Breakers" (favored by the Guildmistress, six of these shuriken cost as much as masterwork thief's tools and combine the functions of both items) and "reversible skeletal bodysuits" (makes the wearer look like a skeleton in poor lighting; when reversed, functions as a black bodysuit from A&EG).

You may be called upon to perform special tasks in the course of certain Keoland regional, and you are expected to report all information of importance to the guild back to your superiors. To leave the guild or betray its secrets is to be marked for death. Membership may have additional benefits – or drawbacks – in the future. Chance to advance in rank in this organization will be made available in the future. New members should notify the Keoland Triad of their joining this organization.

A Crutch Sacrificed

This PC has given of themselves and through their selfless actions saved Hannah Linth from a fate worse than death. Some unknown source smiles upon this character, and he or she has learned to rely upon themselves fully. For one year from the date on this AR, this PC may, once per adventure, add a +2 luck bonus to any one saving throw they are about to make. The use of this ability must be declared before any dice are rolled. This only applies to the PC who sacrificed a crutch to the statue of Sera Linth.

Favor of the House of Linth

Your efforts at aiding the House of Linth in their time of need have not gone unnoticed. Lady Hannah will use her considerable influence and that of her family to find and procure an item of value for the PC in question. For every Favor of the House of Linth or Favor of Lucius, Earl of Linth expended at the end of any adventure, the PC gains access (Frequency: Adventure) to any single item listed in the DMG. The item must be chosen from DMG Tables 7-7, 7-8, 7-16, 7-18, 7-19, or 7-25. Magical ammunition of any sort is excluded. The PC may use the Favors separately to gain multiple item access or combine them to gain access to a more expensive item. The maximum value of the item chosen is equal to the number of the expended Favors times the character level of the PC at the time the Favors are expended times 500 gp.

Lionward

This +2 heavy steel shield is an heirloom of Keoland's House of Linth. It bears the Linth family crest upon it, a lion with a unicorn's horn. The wielder of *Lionward* receives a +4 morale bonus to saving throws against fear effects. This shield counts as a standard item for purposes of upgrading.
Moderate abjuration; CL: 9th; Prerequisites: Craft Magic Arms and Armor, remove fear. Market Price: 7,170 gp; Weight: 15 lbs.

Silver Bell

This +1 ghost touch longsword is the ancestral sword of House Linth in Keoland. Carried by the paladin Averyn Linth, he has seen fit to make it yours for saving the life of Hannah Linth. He asks only a donation equal to its value to the Church of Rao on behalf of the starving masses of Linth. (In game terms, the PC must pay for the item; it is not gifted outright to her.)

You may pay to upgrade this weapon (Frequency: Regional) with any of the following enhancements, as the Linth family uses its considerable influence in the Kingdom to arrange it: *bane (undead)*, *merciful*, and *spell storing*. You may also use other upgrades on this sword as you gain access to them. This sword counts as a standard item for purposes of upgrading.

When within 60' of any undead, this weapon makes noise that sounds like wind blowing through wind chimes. While *Silver Bell* need not be in hand, the weapon must have line of effect to the undead to have this take place. This effect can be suppressed with a free action by the wielder.

Moderate conjuration; CL: 9th; Prerequisites: Craft Magic Arms and Armor, detect undead, plane shift. Market Price: 12,315 gp; Weight: 3 lbs.

TU

Starting TU

1 OF 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:

- ❖ Everfull Mug (Adventure, A&EG)
- ❖ Heward's Handy Haversack (Adventure, DMG)
- ❖ Lionward (Regional, see above)
- ❖ Quiver of Ehlonna (Adventure, DMG)
- ❖ Silver Bell (Regional, see above)

APL 6 (APL 4 Items plus):

- ❖ Bag of Holding, Type I (Adventure, DMG)
- ❖ Figurine of Wondrous Power, Silver Raven (Adventure, DMG)
- ❖ Horseshoes of Speed (Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ Bag of Endless Caltrops (Adventure, A&EG)
- ❖ Bag of Holding, Type II (Adventure, DMG)
- ❖ Horseshoes of a Zephyr (Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ Bag of Holding, Type III (Adventure, DMG)
- ❖ Figurine of Wondrous Power, Ebony Fly (Adventure, DMG)
- ❖ Figurine of Wondrous Power, Serpentine Owl (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ Bag of Holding, Type IV (Adventure, DMG)
- ❖ Everlasting Feedsack (Adventure, A&EG)
- ❖ Figurine of Wondrous Power, Bronze Griffon (Adventure, DMG)

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