



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
KEO8-05 The Last Stand
A Regional Adventure
Set in the Keoland Region



Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

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 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

APL 14

max 1,800xp; 6,600gp

☛ **Plane-Touched:** After you started the ancient defenses and witnessed the activation of the machine, you feel somehow changed. Because of your proximity to it, you now have a temporary displacement ability. This ability works as a *displacement* spell (caster level 10), and is a free action to activate. You may use this ability 5 times. Mark off as used. ☐ ☐ ☐ ☐ ☐

☛ **I Want It NOW:** Mark off any two (2) items listed below as access *ANY*:

Item #1: _____

Item #2: _____

☛ **Trade Ya For It:** You've got something cool someone else wants, and they're willing to pay. Select one item that you have purchased prior to this AR, and sell it back for full value. The following *must* be completed and listed under *Items Sold* on this AR as well:

Item: _____

GP Value: _____

☛ **Influence Point** with King Kimbertos Skotti of House Lizhal

☛ **Influence Point** with Lashton of Greyhill, Archmage of Keoland

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found:

APL 6:

- ❖ Lens of Detection (Adventure; DMG)
- ❖ Bracers of Armor +6 (Adventure, DMG)
- ❖ Deep Red Ioun Stone (Adventure, DMG)
- ❖ +2 Deadly Precision Rapier (Adventure, MIC)

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

- ❖ Lavender and Green Ioun Stone (Adventure, DMG)
- ❖ +3 Vanishing Chainmail Shirt (Adventure, MIC)
- ❖ +3 Holy Surge Longsword (Adventure, MIC)
- ❖ Meta Magic Chaining Rod (Adventure, DMG)

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

- ❖ Ring of Wizardry 4 (Adventure, DMG)
- ❖ +3 Mighty (+4 Str) Composite Longbow of Distance (Adventure, DMG)
- ❖ Staff of power (Adventure, DMG)
- ❖ Meta-Magic Quickened Rod (Adventure, DMG)

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

- ❖ Headband of Intellect +6 (Adventure, DMG)
- ❖ Cloak of Displacement, Major (Adventure, DMG)
- ❖ Gloves of Dexterity +6 (Adventure, DMG)
- ❖ Ring of Blinking (Adventure, DMG)

APL 14 (all of APLs 6-12 plus the following):

- ❖ Ring of Counterspells (Regional; DMG)
- ❖ Ring of Protection +6 (Regional; DMG)
- ❖ Armor Enhancement +2 to +3 or +3 to +4 (Regional; DMG)
- ❖ Armor Enhancement: Silent Moves (Regional; DMG)+3 Anarchic Longsword or Shortsword (Regional; DMG)
- ❖ Lantern of Revealing (Regional; DMG)

Lifestyle (per Round)

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (75 gp x TU)
- ☐ Luxury (75 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 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