



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET6-04 Stones

A Regional Adventure set in Ket Region

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

596 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Home Region

Event: Date:

DM: RPGA #

Signature

RPGA #

APL 2

max 4,50xp; 4,50gp

APL 4

max 6,75 xp; 6,50 gp

APL 6

max 9,00 xp; 9,00 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

Successful Rescue: For bringing back alive both Beddar and Bekka, the villagers of Furgalan's Hollow have made available to you all items on this AR marked with a * symbol, as access: regional.

Planar Results: Bringing back and studying the materials of Tiasel the Transmuter has opened up opportunities for you. You now have access to the bonded summoner prestige class (Earth only, Miniatures Handbook), the elemental warrior prestige class (earth only, Planar Handbook), and the Elemental Spellcasting feat (earth only, Planar Handbook).

True Family Member: You have Access: Metaorg (Halfling Families) to the following items: boots of striding and springing, gloves of dexterity +4, ring of protection +2 and +3, cloak of resistance +2 and +3.

Connections in Low Places: You have made contacts, and access: metaorg (Xanavade) to the following items: blurstrike weapon enhancement (Races of Destiny), shadow and silent moves armor enhancements, gloves of dexterity +4, vest of escape.

Archon Research: You have made breakthroughs in research, and can now take the bonded summoner prestige class (Miniatures Handbook) with an element corresponding to your branch of the Archons. In addition, you have access to the following spells: contingent energy resistance; dimension door, greater; elemental body; energy spheres; floating disk, greater; know vulnerabilities; mage armor, mass; mage hand, greater; primal form; spell enhancer; spell vulnerability; vulnerability; weapon of energy.

Lawbreaker: You have broken Ket law, and been sentenced. If the PC has fled Ket rather than face the punishment, they have a 25% chance of being caught and removed from the campaign before any adventure they play where they enter Ket, in addition to any penalties during the adventure. Crime: Punishment:

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 2 and 4:

- Arrows, Blunt* (Adventure, Races of the Wild)
Cloak of Displacement, Lesser (Regional, once, DMG)
Elixir of Hiding* (Adventure, DMG)
Rod of Extend, Lesser (Adventure, DMG)
Planar Fork (elemental plane of earth) (Adventure, 200 gp)

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

- Gloves of Dexterity +4* (None, DMG)
Ring of Protection +2 (Adventure, DMG)

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

- Headband of Intellect +4 (Adventure, DMG)

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

- Gloves of Dexterity +6* (None, DMG)
Ring of Protection +3 (Adventure, DMG)

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

- Ring of Protection +4 (Adventure, DMG)
Ring of Invisibility* (None, 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 1/2 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 Subtotal

FINAL GP TOTAL

TU Starting TU

I 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 Subtotal

FINAL XP TOTAL