



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET6-05 Honest Work

A Regional Adventure set in Ket Region



Play Notes:

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

Home Region

Event:

Date:

DM:

Signature

RPGA #



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

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

☛ **Travel Papers:** You possess official Ket travel papers; you gain a +1 circumstance bonus to any Charisma-based skill checks with authority figures in Ket.

☛ **Shares in Kilar Breeding Stock:** For 1000 gp and 8 TU, expended immediately at the conclusion of this adventure, you are granted certain rights to horses of the Advashda lineage. You may choose one of the following benefits:

- Those with the animal companion class ability may choose a lightwarhorse in place of a light horse. So long as the animal companion is a light warhorse you can apply the Elite Template;
- At the conclusion of any adventure set in Ket, you may spend 1 TU to generate money from the sale of foals. Roll a d20 (this may not be modified nor re-rolled). If the result is a 1, there is no benefit. If the result is 2-10, add 200 gp to your AR. If the result is 11-20, add 300 gp to your AR. After 10 such rolls, your shares have expired. ○○○○○○○○○○

☛ **Lawbreaker:** You broke the laws of Ket and was sentenced to ____ TU in the stocks or ____ TU in the mines. The time has / has not been served.

☛ **The Tiny Blue Penguin:** This is a neck slot pendant. The wearer benefits from a permanent *endure elements* and a +5 competence bonus to Swim checks. The Penguin may be upgraded as a standard item to include the benefits of an *amulet of health* or *periapt of wisdom*. 5,500 gp, (CL8, craft wondrous item, must have 5+ ranks of Swim, *endure elements*, *bear's endurance*)

☛ **Spellbooks:** The following spellbooks are available. Volumes 3 and 4 were scribed by a Geometer. Any non-Geometer wishing to scribe from or master Vol. 3 or 4 must expend 1 TU to master and decipher them (per volume). All spells are from the *Spell Compendium*.

Vol. 1: 1st - *orb of acid, lesser*, *orb of cold, lesser*, *orb of force, lesser*, *repair light damage*; 2nd - *chain of eyes*, *earthbind*.

Vol. 2: 1st - *mage hand, greater*, *orb of fire, lesser*, *orb of sound, lesser*; 2nd - *low light vision*, *repair moderate damage*, *sonic weapon*.

Vol. 3: 3rd - *mage armor, greater*, *resonating bolt*, *sword of deception*, *unluck*; 4th - *ray deflection*.

Vol. 4: 5th - *arc of lightning*, *ball lightning*, *fireburst, greater*; 6th - *interplanar telepathic bond*, *ray of entropy*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Riding straps armor upgrade (Adv, ROS)
- ❖ *Wand Of Cure Light Wounds* (Adv, DMG)
- ❖ *Wand Of Expeditious Retreat* (Adv, DMG)
- ❖ *Pearl Of Power, 1st Level* (Adv, DMG)
- ❖ *Spellbook Vol 1* (Adv, 300*/400 gp, see above)
- ❖ *The Tiny Blue Penguin* (Reg, see above)

APL 4 (all of APL 2 plus the following)

- ❖ +1 *Vest Of Resistance* (Adv, CA)
- ❖ *Pearl Of Power, 2nd Level* (Adv, DMG)
- ❖ +2 *Leather Armor* (Reg, DMG)

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

- ❖ +2 *Vest Of Resistance* (Adv, CA)
- ❖ *Spellbook Vol 2* (Adv, 350*/450 Gp, See Above)

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

- ❖ +1 *Merciful Scimitar* (Adv, DMG)
- ❖ +3 *Leather Armor* (Reg, DMG)
- ❖ *Spellbook Vol 3* (Adv, 600*/800 Gp, See Above)

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

- ❖ *Gloves Of Dexterity +4* (Adv, DMG)
- ❖ *Headband Of Intellect +4* (Adv, DMG)
- ❖ *Ring Of Protection +2* (Adv, DMG)
- ❖ +4 *Leather Armor* (Reg, DMG)

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

- ❖ *Gloves Of Dexterity +6* (Adv, DMG)
- ❖ *Belt Of Giant Strength +4* (Adv, DMG)
- ❖ *Vest Of Resistance +3* (Adv, CA)
- ❖ *Headband Of Intellect +6* (Adv, DMG)
- ❖ *Spellbook Vol 4* (Adv, 1100*/1350 gp, see above)

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 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

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