



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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

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 Ad'vashda lineage. You may choose one of the following benefits:

- 1) 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;
- 2) 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

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

FINAL XP TOTAL