



This Record Certifies that

Played

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

TUS4-09/Ket4-09 All's Fair  
A Regional Adventure  
Set in The Tusmit/Ket Region



Play Notes:

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

Home Region \_\_\_\_\_



Adventure Record#

594 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

☛ **Thanks of the Black Arrow\*\*:** For your help in Vilayad, the Black Arrow arranges for the following (circle one): Upgrade a *cloak* or *vest of resistance* by +1 (max +4) – Upgrade a suit of armor, shield or *bracers of armor* by +1 (max +5) – Upgrade a *ring of protection* by +1 (max +4). The character must pay the difference. This is a one-time use and must be crossed off when employed. These do not count for MIC. \*\*Awarded to those who favor Ket in the module and did the job to the best of their ability. If they favor neither side, this award is not given, nor is it provided if they disobeyed the orders of the Black Arrow in any way.

☛ **Destiny Unfolds\*\*:** When instructed, you made a deliberate choice in order that countless others might live. You may expend this favor as a free action at any time to allow another (not yourself) to add a +20 insight bonus to a single saving throw. Cross out once used. \*\*Awarded to those who ordered to watch the assassination attempt on the wall and not intervene.

**Vilayad:** The Council of Vilayad agreed to the following (circle or fill in one):

- a) Status Quo
- b) Return to Tusmit
- c) Join Ket
- d) \_\_\_\_\_

☛ **Marked by Fate\*\*:** This character has chosen to help his fellow man, no matter the cost. This hero may choose to add a +20 insight bonus to a single Will save. Cross this out when used. \*\*Awarded to those who intervene in the assassination attempt, no matter their instructions or orders.

☛ **The Qadi remembers\*\*:** Morsooth al-Qadi acknowledges your assistance and contribution to the safety of Vilayad. She arranges for the following (circle one): Upgrade a single stat item from +2 to +4 (save *gauntlets of ogre power*) – Upgrade a weapon by +1 (max +4) – Upgrade an *amulet of natural armor* by +1 (max +4). The character must pay the difference. This is a one-time use and must be crossed off when employed. These do not count for MIC.

\*\*Awarded to those who favor Tusmit in the module, or who do not have a preference, or who prefer both nations. If the characters did not follow orders, they are unlikely to get the award but the Qadi values a good heart over exact obedience - take this into account with the award.

☛ **Gratitude:** Your meta-org is impressed. Your membership maintenance requirements for the next year are waived (cannot be applied to the current year unless this is your first module of the year). You get free Luxury upkeep in Ket/Tusmit for the next 6 Regional or Metaregional Adventures in either or both region.

TU

Starting TU

2 or 4 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 6

- ❖ +1 mithral chain shirt (Adventure, DMG)
- ❖ Eyes of the eagle (Adventure, DMG)
- ❖ +1 mithral heavy shield (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

None

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

- ❖ +2 mithral chain shirt (Adventure, DMG)
- ❖ +2 cloak of resistance (Adventure, DMG)
- ❖ +3 cloak of resistance (Adventure, DMG)
- ❖ +2 ring of protection (Adventure, DMG)
- ❖ +2 heavy shield (Adventure, DMG)
- ❖ +2 mithral heavy shield (Adventure, DMG)
- ❖ Boots of striding and springing (Adventure, DMG)
- ❖ +3 vest of resistance (Adventure, DMG)

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

- ❖ +4 headband of intellect (Adventure, DMG)
- ❖ +4 vest of resistance (Adventure, DMG)

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

- ❖ +2 chain shirt (Adventure, DMG)
- ❖ +4 gloves of dexterity (Adventure, DMG)
- ❖ +3 mithral heavy shield (Adventure, DMG)
- ❖ +4 belt of giant's strength (Adventure, DMG)
- ❖ +1 keen scimitar (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 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