



This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA #

**Has Completed**  
*Lowest of the Low*  
**A Regional Adventure**  
**Set in Ket**



### 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#

**593 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**

max 450 xp; 400 gp

**APL 4**

max 675 xp; 600 gp

**APL 6**

max 900 xp; 800gp

♣ **Saddle of the Zephyr:** This finely crafted saddle has a flame motif that seems to flicker slightly when stared at. When properly attached to a horse, the saddle provides the effects of the spell Endure Elements: Fire on the horse only. As long as the saddle is properly in place, the spell is in effect. Caster Level: 3<sup>rd</sup>; Prerequisites: Craft Wondrous Item, Endure Elements: Fire; Market Price: 2,000 gp; Frequency: Regional.

♣ **Corruption Thwarted:** Not only have you helped bring down a rare case of corruption within part of the Church of the True Faith, but the Inquisition branch has noticed you and are willing to take you in among their numbers due to your diligence to stopping corruption, above all else.

<cont>

This grants the 'Special' requirement for taking the Church Inquisitor Prestige Class from *Defenders of the Faith*. You must be an active member of the Church of the True Faith Meta Org, as well have Al'Akbar as your patron deity.

♣ **Curse of the Bad Name:** Word of your failure to safely rescue the poor innocent hostage from the knife wielding slave has gotten around, as if by divine means. No matter how much you protest your lack of involvement, people seem to still give you an odd stare. You suffer a -4 Insight penalty to all Charisma based skill checks, when involved with a resident of Ket (DM's discretion on who a resident is). This effect lasts for the next **20 TU's** that you spend, including TU's spend on this Scenario. *Remove curse* removes this effect as well. Frequency: Curse.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Saddle of the Zephyr (Frequency: Regional; see above)
- ❖ Brooch of Shielding (Frequency: Adventure; DMG)

#### APL 4 (all of APL2 plus the following)

- ❖ None

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

- ❖ None

### 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 Items

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 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**