



This Record Certifies that

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

Has Completed  
**Ket5-05 Redemption**  
A Regional Adventure  
Set in the 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#

**595 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

☛ **Notice:** Your meta-organization noticed your efforts and the Graf of Molvar put a good word in. This may be used as Influence in Perrenland or Ket (whichever is your home region) or it may be used to negate an adverse effect on your membership in the organization for one year from the date of the AR.

☛ **Empty Mouths:** You are remembered for breaking a promise. Lifestyle costs are doubled - a minimum of standard must be chosen for the next year - for the next year from the date of this AR. This applies in any adventure set in the VTF metaregion.

☛ **In Times of Need:** This favor can help you out in dire circumstances. The PC may expend this to halve a TU penalty for stock time, to halve the material cost for a spell being cast or to remove a "Warrant of Ket".

☛ **Thanks of the Imp:** The Imperious Imp has back-pay waiting and shares it with those who have been kind - for 2 TU (to find him in the Sheldomar) the PC may apply a one-time 20% reduction to the cost of a single magic item worth 10,000 gp or less from the DMG to which the PC HAS access to.

☛ **Qashari:** Incarcerate / Release

☛ **The Bloody Axe:** Commandant Dar (or Emir Zulir as needed) thanks the character for their actions in returning Dar to sanity (or at least have him in custody). He makes the following available at regular cost - circle one (**Access: Regional**):

- ❖ Any one Limited spell from the LGCS of a level up to ½ the APL at which the event was played. This spell may be scribed at the usual cost into the spellbook of a wizard, or taken by spontaneous arcane casters or divine casters when next possible - list the spell
- ❖ Any one martial/simple weapon (no ammunition) from the Player's Handbook made of adamantine, except axes;
- ❖ Upgrade (the PC pays the difference) of any one piece of armor, shield, ring of protection, bracers of armor or amulet of natural armor by +1, to a maximum of +4.

☛ **Gnome Vale Green Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale green gemstone*.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 2

- ❖ Cloak of Elvenkind (Adventure, DMG)
- ❖ Wand of Cure Light Wounds (Adventure, DMG)
- ❖ +1 heavy plate (Adventure, Races of Stone)
- ❖ Extreme Steel Shield (Adventure, Races of Stone)

### APL 4 (all of APL 2 plus the following)

- ❖ Vest of Resistance +1 (Adventure, Complete Arcane)
- ❖ Boots of Elvenkind (Adventure, DMG)
- ❖ +1 Extreme Steel Shield (Adventure, Races of Stone)

### APL 8 (all of APLs 2-4 plus the following)

- ❖ +2 Heavy plate (Adventure, Races of Stone)
- ❖ +2 Extreme Steel Shield (Adventure, Races of Stone)
- ❖ +1 Frost composite (+1 str) longbow (Adventure, DMG)
- ❖ +1 Composite (+5 str) longbow (Adventure, DMG)

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

- ❖ +1 Mithral chain shirt (Adventure, DMG)
- ❖ +3 Heavy plate (Adventure, Races of Stone)
- ❖ Cloak of resistance +2 (Adventure, DMG)

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

- ❖ +4 Heavy plate (Adventure, Races of Stone)
- ❖ +3 Extreme Steel Shield (Adventure, Races of Stone)
- ❖ Vest of resistance +2 (Adventure, Complete Arcane)
- ❖ Pale blue rhomboid ioun stone (Adventure, DMG)
- ❖ +1 Composite (+6 str) longbow (Adventure, DMG)
- ❖ +1 Frost composite (+2 str) longbow (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

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