



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
Ket5-06 Lesser Children
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 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

☛ **Favor of the Archons:** In return for gathering valuable information, the Archons have agreed to provide divinatory spell-casting services for this PC. The Archons will cast three spells from the following list, free of charge: *clairaudience/clairvoyance*, *comprehend languages*, *detect scrying*, *identify*, *locate creature*, *locate object*, and *scrying*. The PC must be in the cities of Lopolla, Molvar, Polvar, or Falwur to use the favor, which takes one hour to arrange. Once all three castings are used the favor is void. Alternatively, a spellcaster may use all three castings at once to be allowed to scribe one of the listed spells into his spellbook, at no charge.

☛ **Favor of Shahaf al Fashar:** In return for capturing valuable prisoners, Shahaf al Fashar has convinced the Archons to allow the character regional access to the following wondrous items: *broom of flying*, *carpet of flying (5' x 5')*, *folding boat*, *horseshoes of a zephyr*, and *Quaal's feather token – swan boat*. Once one of the items has been purchased the entire favor is void.

☛ **Respect of the Tribesmen:** This PC participated in the removal of a dangerous predator, and stopped the destruction of valuable land. This has earned the respect of the tribesmen of Durva province. The PC gains a +4 circumstance modifier to Diplomacy and Gather Information checks among the lower classes in Durva province. The respect becomes void if the character should ever treat those people poorly.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Brooch of Shielding* (Adventure, DMG)
- ❖ *Dust of Appearance* (Adventure, DMG)
- ❖ *Hat of Disguise* (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- ❖ *Bracers of Armor +2* (Adventure, DMG)
- ❖ *+2 Rapier* (Adventure, DMG)

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

- ❖ *Bracers of Armor +3* (Adventure, DMG)
- ❖ *+2 Chain Shirt* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)

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

- ❖ *Bracers of Armor +4* (Adventure, DMG)
- ❖ *Cloak of Charisma +4* (Adventure, DMG)
- ❖ *+2 Dagger* (Adventure, DMG)
- ❖ *Headband of Intellect +4* (Adventure, DMG)
- ❖ *+3 Rapier* (Adventure, DMG)
- ❖ *Ring of Protection +3* (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