



This Record Certifies that

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

Has Completed  
**KET6-04 Stones**  
A Regional Adventure set in 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#

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

**APL 2**

max 450xp; 4,500gp

**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

☛ **Successful Rescue:** For bringing back alive both Beddar and Bekka, the villagers of Furgalan's Hollow have made available to you all items on this AR marked with a \* symbol, as access: regional.

☛ **Planar Results:** Bringing back and studying the materials of Tiasel the Transmuter has opened up opportunities for you. You now have access to the bonded summoner prestige class (Earth only, *Miniatures Handbook*), the elemental warrior prestige class (earth only, *Planar Handbook*), and the Elemental Spellcasting feat (earth only, *Planar Handbook*).

☛ **True Family Member:** You have Access: Metaorg (Halfling Families) to the following items: *boots of striding and springing*, *gloves of dexterity +4*, *ring of protection +2 and +3*, *cloak of resistance +2 and +3*.

☛ **Connections in Low Places:** You have made contacts, and access: metaorg (Xanavade) to the following items: *blurstrike weapon enhancement* (*Races of Destiny*), *shadow and silent moves armor enhancements*, *gloves of dexterity +4*, *vest of escape*.

☛ **Archon Research:** You have made breakthroughs in research, and can now take the bonded summoner prestige class (*Miniatures Handbook*) with an element corresponding to your branch of the Archons. In addition, you have access to the following spells: *contingent energy resistance*; *dimension door*, *greater*; *elemental body*; *energy spheres*; *floating disk*, *greater*; *know vulnerabilities*; *mage armor*, *mass*; *mage hand*, *greater*; *primal form*; *spell enhancer*; *spell vulnerability*; *vulnerability*; *weapon of energy*.

☛ **Lawbreaker:** You have broken Ket law, and been sentenced. If the PC has fled Ket rather than face the punishment, they have a 25% chance of being caught and removed from the campaign before any adventure they play where they enter Ket, in addition to any penalties during the adventure.

Crime:

Punishment:

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APLs 2 and 4:**

- ❖ Arrows, Blunt\* (Adventure, Races of the Wild)
- ❖ Cloak of Displacement, Lesser (Regional, once, DMG)
- ❖ Elixir of Hiding\* (Adventure, DMG)
- ❖ Rod of Extend, Lesser (Adventure, DMG)
- ❖ Planar Fork (elemental plane of earth) (Adventure, 200 gp)

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

- ❖ Gloves of Dexterity +4\* (None, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)

**APL 8 (all of APLs 2-6 plus the following):**

- ❖ Headband of Intellect +4 (Adventure, DMG)

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

- ❖ Gloves of Dexterity +6\* (None, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)

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

- ❖ Ring of Protection +4 (Adventure, DMG)
- ❖ Ring of Invisibility\* (None, 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 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