



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Ket5-07 Lifting the Latch

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

☛ **Favor of the Vaste:** Those who are sympathetic to the cause of the Vaste will look favorably upon this PC. This favor can be used to allow the PC to escape one penalty imposed by Ket law. Once the favor is used, however, the Vaste reserve the right to call upon the PC for a service for which they cannot refuse. It is important to note that it is against the law in Ket to be seen as Vaste Sympathizer.

☛ **Favor of the Brotherhood:** For services rendered the Brotherhood pull strings to waive any fees belonging to any of the Brotherhood metaorgs for the next year. The PCs also receive a one time access to upgrade any item listed as regional access to any access. This choice (and AR of origin) needs to be listed now:

As well, they can upgrade any one armor, shield or ring by +1 to a maximum of +4 an must pay the cost differential.

☛ **Favor of the Archons:** For services rendered the Archons pull strings to waive any fees belonging to any of the Archon metaorgs for the next year. The PCs also receive a one time access to upgrade any item listed as regional access to any access. This choice (and AR of origin) needs to be listed now:

As well, PCs receive a one-time access to any item on the Wondrous Item tables from the DMG up to 20,000 gp.

☛ **Disfavor of the Brotherhood:** In their fury for failing them, the Brotherhood spreads rumors and influence to ruin the hero's reputation. A -4 circumstance penalty to all Charisma based skills is applied when dealing with the Brotherhood and a -2 circumstance penalty is applied to Gather Information checks performed in Ket.

☛ **Crime and Punishment:** The character was caught and found guilty of the following crime(s) in Ket: _____ punishment And fulfilled the obligations of: _____

☛ **Jafar's Spellbook:** For defeating and looting the wizard you gain access to his spellbook. For defeating and looting the Vaste wizard you gain access to his traveling spell book (*Boccob's blessed book* at APL 10+): **APL 2:** grease, shield, charm person, summon monster I, Melf's acid arrow, summon monster II, touch of idiocy **APL 4:** all of the above plus dispel magic, summon monster III, fly **APL 6:** all of the above plus greater invisibility, lesser globe of invulnerability, summon monster IV

APL 8: all of the above plus dominate person, feeblemind, summon monster V

APL 10: all of the above plus chain lightning, imbue familiar with spell ability, summon monster VI

APL 12: all of the above plus power word blind, summon monster VII

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Spellsight Spectacles* (Adventure, *Complete Adventurer*)
- ❖ *Cloak of Elemental Protection* (Adventure, *MH*)
- ❖ Jafar's Spellbook (Adventure, see above, 1,000 gp)

APL 4 (all of APL 2 plus the following)

- ❖ *Bracers of Armor +2* (Adventure; *DMG*)
- ❖ *Wand of Enlarge Person* (Adventure, *DMG*)
- ❖ *Bracers of Quickstrike* (Adventure, *Miniature Handbook*)
- ❖ Jafar's Spellbook (Adventure, see above, 1,900 gp)

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

- ❖ *Helm of Glorious Recovery* (Adventure, *MH*)
- ❖ *Gloves of Arrow Snaring* (Adventure, *DMG*)
- ❖ Jafar's Spellbook (Adventure, see above, 3,100 gp)

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

- ❖ *Dust of Disappearance* (Adventure, *DMG*)
- ❖ *Headband of Intellect +4* (Adventure, *DMG*)
- ❖ *Pearl of Power 2nd level* (Adventure, *DMG*)
- ❖ Jafar's Spellbook (Adventure, see above, 4,600 gp)

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

- ❖ *Vest of resistance +2* (Adventure, *Complete Arcane*)
- ❖ *Cloak of Resistance +2* (Adventure, *DMG*)
- ❖ *Boots of Striding and Springing* (Adventure, *DMG*)
- ❖ *+1 Spell Storing Heavy Mace* (Adventure, *DMG*)
- ❖ *+1 Keen Falchion* (Adventure, *DMG*)
- ❖ Jafar's Spellbook (Adventure, see above, 18,900 gp)

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

- ❖ Jafar's Spellbook (Adventure, see above, 20,300 gp)
- ❖ *Ring of Protection +2* (Adventure, *DMG*)
- ❖ *Shortsword of Subtlety* (Adventure, *DMG*)
- ❖ *+1 Keen Shocking Falchion* (Adventure, *DMG*)
- ❖ *Periapt of Wisdom +4* (Adventure, *DMG*)
- ❖ *Belt of Giant Strength +4* (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