



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
KET8-01 *Visible Means*

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

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 4,50xp; 4,50gp

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

Accessories: The PC purchased items for the Ball. Those noted below act as Masterwork items for the skill listed: clothing (type:) (Diplomacy), jewelry (Intimidation), footwear (Perform: Dance).

Rock Solid (Sp): The PC rescued Innar. In return for 2 TUs spent immediately on this AR, the PC may, once only, activate a *vigor* on themselves, as an immediate action that does not provoke an attack of opportunity. (SpC 229, CL 10)

Armor of the Caverns (Ex): One piece of armor worn in the Tailings Cavern has been imbued with strange energy. The armor gains the "Glamered" enhancement (DMG 219) for the next 10 ARs.

Access: Your deeds/gold bought you access from the Khund. All Items for your APL or lower marked with a "a" are made available to you.

Impressive: Your appearance at the Ball was spectacular, and your agreement to be an envoy to the Khund was also noted. You have access to any items for your APL or less marked with an "a".

Shaedling Cloak: The PC gains the favor of the Khund, which can be used to gain access to this magical cloak. As a continuous feature, it grants a +2 circumstance bonus to Hide and Move Silently. Once per day, as a swift action that does not provoke an attack of opportunity, the wearer may mentally activate it to grant themselves *invisibility (greater)*, CL 8. (Access: Adventure, moderate illusion, cannot be crafted, CL 8, 9,800 gp).

Peacemaker (Ex): You and your companions benefit from a lessening of tensions in the Army of the Righteous. In return for 4 TUs spent immediately on this AR, the PC may choose one of the following benefits (useable once only). The Army will either:
1) Contribute up to 3,000 gp toward the upgrade of a single weapon, armor, shield or *bracers of armor*, but no more than the cost of the upgrade. The PC must already have access; or
2) Make three of the following available for scribing or inclusion as a spell in a known spell list (at the next opportunity) – circle three (SpC except as noted) – *baleful transposition, benign transposition, blink (greater), death armor, fires of purity, mage armor (greater), orb of acid, orb of force, panacea, spell theft (CS)*

Big Spender: The PC may choose either **Shaedling Cloak** or **Armor of the Caverns** from this AR

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2 and 4

- ❖ Purchase an adamantine weapon for which the PC has access (limit 1) (Reg, DMG)
- ❖ Empowered spellshard (cure light wounds, lesser vigor (SpC) or ray of enfeeblement) (Adv, MIC)
- ❖ Ring of adamantine touch (Adv, MIC)
- ❖ Wand of cure light wounds (maximized result when cast on a worshipper of the True Faith) (limit 2) (Reg, DMG)

APL 6 and 8 (all of APLs 2-4 plus the following)

- ❖ Upgrade armor/shield/weapon to *ghost touch* (limit 1) (Adv, DMG)
- ❖ Rock boots (Adv, MIC)
- ❖ Pale blue rhomboid ioun stone (Adv, DMG)
- ❖ Purchase a suit of armor or shield made of mithril or adamantine (limit 1) (Reg, DMG)
- ❖ Least/Lesser Crystal of Cold Assault (Adv, MIC)
- ❖ Belt of healing (limit 1) (Reg, MIC)
- ❖ Diamondskin Draught (Reg, MIC)

APL 10 and 12 (all of APLs 2-8 plus the following)

- ❖ Upgrade armor/shield to light, moderate or heavy fortification (limit 1) (Reg, DMG)
- ❖ Pink rhomboid or deep red sphere ioun stone (Adv, DMG)
- ❖ Greater Crystal of Cold Assault (Adv, MIC)
- ❖ Boots of speed (Reg, DMG)
- ❖ Belt of battle (Reg, MIC)

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

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