



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET6-01 The Prize

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; 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

☛ **Thanks of Ket:** One use only for every favor - Cross out when used. This reward must be used within one year from the date of this AR:

Ket Military Metaorg: May upgrade any one armor, shield or weapon by +1 enhancement bonus, to a maximum of +4. PC pays the difference. Regional Access.

Ket Divine Metaorg: May purchase one *circlet of persuasion*, *phylactery of faithfulness*, *pearl of power* (1st, 2nd or 3rd level), or *ring of counter-spells*. Regional access.

Ket Other Metaorg: A purchase of a magic item is discounted by 20% if made in a Ket Regional Adventure. May not exceed a total purchase price of APL played * 1000 gp. Does not count for upgrades. Regional Access.

All: The smiths of Ket offer to sell you one suit of armor or shield made of adamantine, while the Archons offer to upgrade any *vest of resistance*, *cloak of resistance* or *ring of protection* by +1, to a maximum of +4. The PC must pay the price of the purchase or upgrade themselves. Regional Access.

☛ **Influence with the Bramblewood Wild Elves:** Cross out those not applicable. ☐ ☐ ☐

☛ **The Graces of Sylvana:** Sylvana ibn Zoltan appreciates your bravery and assistance and considers you a friend. She offers to keep you in good housing and food while in Ket, in return for your actions. You have Standard lifestyle in any Ket regional adventure unless you choose to renounce your friendship with her.

☛ **Weaknesses of the Horrors:** The horrors were studied and dissected. Anyone may spend 2 TU immediately at the conclusion of this adventure to be able to perform sneak attacks (and similar attacks) and/or critical hits on any clockwork horror in any Ket regional adventure. Anyone with **Knowledge of the Horrors** from **Ket5-02 Recruitment Drive** does not have to make a TU expenditure to gain this award.

☛ **Terrain Striding:** Once only, the PC may activate this ability as a standard action that provokes an attack of opportunity. They may then make a single move action over terrain of any kind while on Oerth without incurring any penalties for movement. This does not grant flight or motive abilities but it does remove movement restrictions, Balance checks, Fortitude saves and the like. Cross out when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Cloak of Elvenkind* (Adventure, DMG)
- ❖ *Mithral Chain Shirt* (Adventure, DMG)
- ❖ **Wand of Goodberry* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Vest of Resistance +1* (Adventure, *Complete Arcane*)
- ❖ *+1 Keen Scimitar* (Adventure, DMG)
- ❖ **Boots of Elvenkind* (Adventure, DMG)

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

- ❖ *Vest of Resistance +2* (Adventure, *Complete Arcane*)
- ❖ *+1 Mithral Chain Shirt* (Adventure, DMG)
- ❖ **Pearl of Power 2nd level* (Adventure, DMG)

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

- ❖ *Pearl of Power 3rd level* (Adventure, DMG)
- ❖ *+2 Mithral Chain Shirt* (Adventure, DMG)
- ❖ **Gloves of Dexterity +4* (Adventure, DMG)

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

- ❖ *Vest of Resistance +3* (Adventure, *Complete Arcane*)
- ❖ *+3 Mithral Chain Shirt* (Adventure, DMG)
- ❖ **+1 animal bane composite longbow (+2)* (Adventure, DMG)

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

- ❖ *Pearl of Power 4th level* (Adventure, DMG)
- ❖ *+4 Mithral Chain Shirt* (Adventure, DMG)
- ❖ *Gloves of Dexterity +6* (Adventure, DMG)
- ❖ **Vest of Resistance +4* (Adventure, *Complete Arcane*)

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