



This Record Certifies that

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

Has Completed  
**KET7-05 Like Bees to Honey**  
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#

**597 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

**Travel Papers:** You have official Ketite Travel Papers.

**Lawbreaker:** You have broken Ket law and been sentenced. If you fled Ket rather than face punishment, at the start of each adventure set in Ket, or if you enter Ket during an adventure, you have a 25% chance of being immediately caught and sentenced to twice the original penalty. There is no escape once recaptured—your involvement in the adventure immediately ends and you must serve the sentence.

Crime & Sentence: \_\_\_\_\_

Fled? N / Y (If Y, double sentence served on AR: \_\_\_\_ DM initials and RPGA# \_\_\_\_\_)

**Complete Success:** The Black Scorpions will ensure you always can purchase one item for your benefit. Circling one item on the AR Item list to which you have access makes it Any access.

**Black Scorpion Access:** The Black Scorpions make items marked with an asterisk (\*) accessible to you, up to your APL.

**Complete Success:** The Black Scorpions will ensure you always can purchase one item for your benefit. Circling one item on the AR Item list to which you have access makes it Any access.

**Beygraf's Pride:** If 4 TUs are immediately spent, the Pride pays 50% of the purchase price of a set of (choose one) horseshoes of the zephyr or horseshoes of speed. (Access: Any) The benefit expires one year from the date of the AR.

**Azor/Alq/ Istus (Sp):** If 2 TUs are immediately spent; you may cast daylight as a spell-like ability three times, with your total level being the caster level. Mark off each use. ○ ○ ○

**Wild Honey:** The abeil queen gives you some wild honey. If you spend 3 TU immediately, the honey can be used 5 times as Keoghtom's ointment (DMG), check off as used. If no TU are expended, you have a pot of very nice honey for your tea! Mark off each use. ○ ○ ○ ○ ○

**Scorpion's Strike:** This scorpion-shaped pendant comes with 5 silver earrings. Once per day, the pendant can be activated as a standard action (provokes Attack of Opportunity). Anyone within 30' with an Int of 6+ who is wearing an earring immediately benefits from the *snake's swiftness* spell (SpC). The bearer of the pendant cannot benefit from this effect. (Pendant and earrings are slotless, cannot be crafted). Cost 6,450 gp.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ *Scorpion's strike* (Regional, 6,450 gp, see above)
- ❖ *Wand of lesser vigor* (Adventure; SpC)
- ❖ \**Cloak of elvenkind* (Regional, DMG)
- ❖ \**Boots of elvenkind* (Regional, DMG)

#### APL 4 (Including APL 2)

- ❖ *Divine caster wand of snake's swiftness* (Adventure; SpC)
- ❖ \**Bracers of quickstrike* (Regional, MH)
- ❖ \**Boots of striding and springing* (Regional, DMG)
- ❖ \**Lesser rod of empower* (Regional, DMG)

#### APL 6 (Including APLs 2-4)

- ❖ *Wand of resurgence* (Adventure; SpC)
- ❖ \**Armbands of might* (Regional, MH)
- ❖ \**Monk's belt* (Regional, DMG)

#### APL 8 (Including APLs 2-6)

- ❖ *Wand of vigor* (Adventure; SpC)
- ❖ \**Ring of counterspells* (Regional, DMG)
- ❖ \**Cape of the mountebank* (Regional, DMG)

#### APL 10 (Including APLs 2-8)

- ❖ *Wand of shadow binding* (Adventure; SpC)
- ❖ \**Boots of speed* (Regional, DMG)
- ❖ \**Rod of empower* (Regional, DMG)

#### APL 12 (Including APLs 2-10)

- ❖ *Wand of orb of fire* (Adventure; SpC)
- ❖ \**Cloak of displacement, minor* (Regional, DMG)
- ❖ \**Greater rod of empower* (Regional, 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