



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed

Midnight in the Garden of Law & Chaos

A two-round Fals, Tuflik, Velverdyva Meta-

Regional Adventure

Set in Ket



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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 10

max 2,700 xp; 4,200 gp

APL 12

max 3,150 xp; 6,000 gp

APL 14

max 3,600 xp; 12,000 gp

APL 16

max 4,050 xp; 18,000 gp

☛ **Beygraf's Warrant:** Every time you play an adventure set in Ket, you must roll a 1d20. If a One, you must pay one extra TU to avoid the authorities or roll again. If another one is rolled, you are captured and executed. You always suffer a -2 Circumstance penalty to all Charisma based skill checks in the region of Ket until a pardon is granted.

☛ **Map:** This is a map of the location of the four node seeds.

☛ **DragonSlayer:** For defeating the dragon Gelzifa, the Patriarch of the wild elf clan has offered to craft a single suit of +3 Green Dragonhide Banded Mail, Acid Resistance for one player at the table. If two people want it then the player who dealt the death blow to the dragon takes precedent. If neither dealt the final blow then the DM makes the call on who was the more valiant in the battle (the elves use Divination to make sure they pick the right one) Frequency: Meta-Regional; Cost: 27,400 gp.

☛ **Favor of the Patriarch:** For saving Ghaele the Patriarch of the wild elf clan you have earned his favor. His weaponsmiths will create a copy of his own sword for a character at a future date. This character now has access to purchase a +4 Holy greatsword. Frequency: Metaregional.

☛ **Gift of the Beygraf:** For your services to Ket you have been granted access to a rare and beautiful horse. You may purchase one of the Axiomatic Heavy Warhorses. This is a great honor in Ket and the horse must be maintained in a high status at all times or it leaves. This horse counts against the APL for calculating tables.

☛ **Axiomatic Warhorse, Advanced (7HD):** CR 4; Large magical beast (augmented animal, extraplanar); HD 7D8+21; hp 59; Init +1; Spd 50 ft. (40 ft. barding); AC 22 (Touch 11, Flat-footed 18)[-1 size, +2 Dex, +4 natural, +5 breastplate barding]; Base Atk +5; Grp +13; Atk +8 melee (1D6+4, hoof); Full Atk +8/+8 melee (1D6+4, hooves) and +3 melee (1d4+2 bite); Space/Reach 10 ft./5 ft.; SA: smite chaos; SQ Low-light vision, scent, darkvision (60 ft.), Fire-Electricity-Cold-Sonic Resistance 5, SR 8, Linked Minds; AL LN; SV Fort +8, Ref +6, Will +3; Str 18, Dex 14, Con 17, Int 5, Wis 13, Cha 6. **Skills & Feats:** Listen +7, Spot +6; Endurance, Run, Track.

Smite Chaos (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (max +20) against a chaotic opponent.

Honor Pact: This warhorse is a gift to its owner. It fights to the death to follow what it best believes to be its owner's wishes (even if the owner is killed). Part of this agreement is that the horse is to be very well kept (100 gp per TU of adventuring).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ Gift of the Beygraf (Freq: Adv; 5,000 gp; see above)
- ❖ Wand of Dispel Magic (Freq: Adv; 8th lvl caster; DMG)
- ❖ Ring of Feather Fall (Freq: Adv; DMG)
- ❖ Headband of Intellect +2 (Freq: Adv; DMG)
- ❖ Gem of Brightness (Freq: Adv; DMG)
- ❖ Staff of Fire (Freq: Adv; DMG)
- ❖ Rod of Lesser Empower (Freq: Adv; DMG)
- ❖ Pearl of Power [2nd] (Freq: Adv; DMG)

APL 12 (all of APL 10 plus the following)

- ❖ Rod of Lesser Extend (Freq: Adv; DMG)
- ❖ Minor Cloak of Displacement (Freq: Adv; DMG)
- ❖ Stone of Good Luck (Freq: Adv; DMG)

APL 14 (all of APLs 10-12 plus the following)

- ❖ +1 Heavy Shield, Animated (Freq: Adv; DMG)
- ❖ Rod of Lesser Maximize (Freq: Adv; DMG)
- ❖ Horn of Blasting (Freq: Adv; DMG)
- ❖ Amulet of Natural Armor +3 (Freq: Adv; DMG)
- ❖ Pearl of Power [3rd] (Freq: Adv; DMG)

APL 16 (all of APLs 10-14 plus the following)

- ❖ Staff of Evocation (Freq: Adv; DMG)
- ❖ Headband of Intellect +6 (Freq: Adv; DMG)
- ❖ Pearl of Power [5th] (Freq: Adv; 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 Items

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

2 or 4 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