



This Record Certifies that

Played

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

Has Completed

*Ket4-04 Water the Meadows*  
A Regional Adventure  
Set in Ket

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Home Region \_\_\_\_\_

Adventure Record#

**594 CY**  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

**APL 2**

max 450 xp; 400 gp

**APL 4**

max 675 xp; 600 gp

**APL 6**

max 900 xp; 800 gp

**APL 8**

max 1,125 xp; 1,250 gp

**APL 10**

max 1,350 xp; 2,100 gp

**APL 12**

max 1,575 xp; 3,000 gp

• **Warrant of Ket:** The character is wanted for capital crimes in Ket. In any adventure set in Ket, there is a 10% chance of the character being caught at the beginning of the module. If caught, the character is executed and all possessions are sold as a fine. No magic may be used to escape or avoid this punishment.

• **Thanks of the Captain:** Captain Seqair has connections and is grateful to the character for his/her help in solving the problem in Harq. He arranges for the government to upgrade one weapon with the *merciful* enhancement (Freq: Regional). Pay the difference between the old and new market values. Cross out once used.

• **A Gift:** Sarifa and Jex are successful at escaping. They arrange to have a friend make his services available for an upgrade of any ring of protection or vest/cloak of resistance by +1. The maximum upgrade is equal to the adventure APL divided by 3, rounded down, minimum of 2. Pay the difference between the old and new market values. Once used it is crossed-off. (Freq: Regional.)

• **The Emir's Grace:** Emir Zulir grants the character some old adventuring equipment. In return, the character devotes time to cleaning up problems of the uprising and seeing to the freeing of the Sarifa's family. The cost is 4 TU and compensation is one +1 non-exotic magical weapon, shield or armor without charge. For a further 4 TU, Emir grants access to upgrading a single weapon with the *thundering* enhancement (Freq: Regional). No matter the choices, it cost 8 TU to get access to a *thundering*. Pay the difference between the old and new market values.

• **Church Inquisitor:** This character has obtained the special requirements for the Church Inquisitor Prestige Class (True Faith only).

• **Zairth's Spellbook:** 1st: Expeditious Retreat, Mage Armor, Magic Missile, Shield, Magic Weapon 2<sup>nd</sup>: Bear's Endurance, Cat's Grace, Glitterdust, Protection from Arrows. 3<sup>rd</sup>: Fireball Haste, Fly

TU

Starting TU

**1 OF 2 TU**

TU Cost

- TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of Expeditious Retreat (Frequency: Adventure; 1<sup>st</sup> level caster; DMG)
- ❖ Wand of Magic Missiles (Freq: Adv; 3<sup>rd</sup> lvl caster; DMG)
- ❖ Zairth's Spellbook (Freq: Adv; 220 gp; see above)

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

- ❖ Wand of Magic Missiles (Frequency: Adventure; 5<sup>th</sup> lvl caster; DMG)
- ❖ Amulet of Natural Armor +2 (Freq: Adventure; DMG)

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

- ❖ Wand of Magic Missiles (Frequency: Adventure; 7<sup>th</sup> lvl caster; DMG)
- ❖ Gloves of Dexterity +4 (Frequency: Adventure; DMG)

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

- ❖ Wand of Magic Missiles (Freq: Adv; 9<sup>th</sup> lvl caster; DMG)
- ❖ Monks Belt (Freq: Adv; DMG)
- ❖ Ring of Protection +2 (Freq: Adv; DMG)
- ❖ +2 Breastplate (Freq: Adv; DMG)

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

- ❖ Periapt of Wisdom +4 (Freq: Adv; DMG)
- ❖ +1 Mithral Chain Shirt (Freq: Adv; DMG)
- ❖ +1 Frost Longsword (Freq: Adv; DMG)
- ❖ Boots of Speed (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 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