



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET6-07 The Good of All

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 900xp (150xp); 900gp (225gp)

APL 4

max 1,350 xp (210xp); 1,300 gp (325gp)

APL 6

max 1,800 xp (270 xp); 1,800 gp (450gp)

APL 8

max 2,250 xp (330xp); 2,600 gp (675gp)

APL 10

max 2,700 xp (390xp); 4,600 gp (1,150gp)

APL 12

max 3,150 xp (450xp); 6,600 gp (1,650gp)

APL 14

max 3,600 xp (510xp); 13,200 gp (3,300gp)

APL 16

max 4,050 xp (570xp); 19,800 gp (4,950gp)

☛ **Unilateral:** You are blessed by acting alone. Once only, activated as a swift action that does not provoke an attack of opportunity, you may employ the Elusive Target feat [Complete Warrior] for the duration of a single combat, without regard for prerequisites. If you already have this feat, you may instead receive 41 hp of healing or provide it to one other within 25 feet. Cross out when used. Depending on which army you chose, you have access to EITHER items marked with a 'K' (Ket) or items marked with an 'E' (Elves), as well as items with no mark

☛ **Alliance:** Acting as a team is rewarded. Once only, activated as a swift action that does not provoke an attack of opportunity, you may use the spell *benign transposition* [Spell Compendium] with an ally (CL 8). Upon completion of the transposition, both you and your target receive 41 hp of healing. Cross out when used. You have access to all items marked with 'K' and 'E' as well as items with no mark. Either 'Unilateral' or 'Alliance' can be circled but not both.

☛ **Blessings of Wenta, Sotillon, Telchur and Atroa:** Once only, as a free action on your turn not provoking an attack of opportunity, you may receive the benefit of a single spell that can target the PC from the Healing, Plant, Good or Winter domains. The maximum level of the spell is the APL played in this adventure, divided by two. CL 20. Cross out when used.

☛ **In Deep:** Circle and gain access to one of the following feats: Guerilla Warrior, Guerilla Scout, Natural Bond. Alternatively, you may spend 8 TU immediately at the conclusion of this adventure and be granted access to both a single feat noted above and the Dread Commando, Combat Medic and War Weaver Prestige Classes [Heroes of Battle].

☛ **Gem of Fortification:** The gems taken from the hags can be implanted in willing PCs. The gem does not take up a slot but is implanted into the collarbone in a ceremony that takes 4 TUs and 30,000 gp. The gem provides the PC with *moderate fortification* at all times (as per the DMG armor modification for all other purposes). The access lasts for one year following the date of this adventure is played and is Regional.

☛ **Metaorg or Influence Benefits:** Any PC belonging to a Ket metaorg prior to this adventure may change one item on the Item Access to Regional Access by circling it. Any PC with an Influence point in Ket may also expend that, and choose a single or additional item to circle.

☛ **Lawbreaker:** You have broken the law and were sentenced to \_\_\_\_ TU in the stocks or \_\_\_\_ TU in the mines and served them / did not serve them. You must serve time assigned before playing any further adventures set in Ket.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

#### APLs 2 and 4

- ❖ <sup>E</sup> Cloak of Elvenkind (Adv, DMG)
- ❖ <sup>E</sup> Boots of Elvenkind (Adv, DMG)
- ❖ <sup>K</sup> Vest Of Resistance +1 (Adv, CA)
- ❖ <sup>K</sup> Wand of Cure Light Wounds2 (Adv, DMG)
- ❖ Memento magica 1st level (Adv, Races of the Dragon)
- ❖ Memento magica 2<sup>nd</sup> level (Adv, Races of the Dragon)

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

- ❖ <sup>E</sup> Boots of striding and strapping (Adv, DMG)
- ❖ <sup>E</sup> Merciful weapon upgrade (Adv, DMG)
- ❖ <sup>K</sup> Vest Of Resistance +2 (Adv, CA)
- ❖ <sup>K</sup> Vest Of Resistance +3 (Adv, CA)
- ❖ Lesser rod of empower (Adv, DMG)
- ❖ Lesser rod of maximize (Adv, DMG)

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

- ❖ <sup>E</sup> Gloves of dexterity +4 (Adv, DMG)
- ❖ <sup>E</sup> Belt of giant strength +4 (Adv, DMG)
- ❖ <sup>K</sup> Periapt of wisdom +4 (Adv, DMG)
- ❖ <sup>K</sup> Headband of intellect +4 (Adv, DMG)
- ❖ Amulet of health +4 (Adv, DMG)
- ❖ Cloak of charisma +4 (Adv, DMG)

#### APLs 14 and 16 (all of APLs 2-12 plus the following)

- ❖ <sup>E</sup> Gloves of dexterity +6 (Adv, DMG)
- ❖ <sup>E</sup> Belt of giant strength +6 (Adv, DMG)
- ❖ <sup>K</sup> Periapt of wisdom +6 (Adv, DMG)
- ❖ <sup>K</sup> Headband of intellect +6 (Adv, DMG)
- ❖ Amulet of health +6 (Adv, DMG)
- ❖ Cloak of charisma +6 (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

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