



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET7-01 Balance of Secrets

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



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

Event: Date:

DM: RPGA #

Signature

RPGA #

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#)

Payment in Full: The Temple of the Shadowy Darkness That Comes at the Second Hour After Midnight is grateful for your service, and rewards you with access to all the items in the lower box on the AR.

Good Job: The Temple of the Shadowy Darkness That Comes at the Second Hour After Midnight rewards you with access to all the items without an asterisk in the lower box on the AR.

Stouthearts: You gain access regional access to one suit of adamantine armor or shield; the armor or shield can be from PHB or can be Battle Plate, Heavy Plate, Interlocking Plate, Mountain Plate or Extreme Steel Shield (Races of Stone). Cross off when used.

Recognition: For the service you have done for Ket, you are rewarded with access to all the items without an asterisk in the lower box on the AR. You may also make access to ONE of those items "regional". In addition, you are given regional access to ONE of the following: merciful upgrade to any weapon, rope of entanglement (DMG), blunt arrows (Races of the Wild), or the animal trick Subdue (Complete Adventurer).

Respect for the Dead: Xan Yae favors you. You may, one time only, take 20 on a Bluff, Hide or Move Silently check, regardless of other factors. Cross off when used.

Seekers of the Perfect Forms: You gain regional access to the following: Ki Focus weapon upgrade (DMG), monk's belt (DMG), sandals of harmonious balance (Complete Adventurer). You can use the Retraining rules (PHBII 192) on leveling to take the Monk alternate class feature Decisive Strike (PHBII 52).

Shadows of Xan Yae: You gain regional access to the following: defending weapon upgrade (DMG); and access to the following spells: dispel ward, ebon eyes, faith healing, slashing darkness, veil of shadow. (Spell Compendium)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- \*Ring of jumping (Adventure; DMG)
+1 Merciful Scimitar (Adventure, DMG)
Silversheen (Adventure, DMG)

APL 4 (Including APL 2)

- \*Ring of climbing (Adventure; DMG)
Rod of Sure Striking (Adventure, CL 7th, Dungeon Master's Guide II, 4000 gp)

APL 6 (Including APLs 2-4)

- \*Ring of feather falling (Adventure; DMG)
Mantle of Second Chances (Adventure, CL 10th, Dungeon Master's Guide II, 6000 gp)

APL 8 (Including APLs 2-6)

- \*Ring of jumping, improved (Adventure; DMG)
Ioun stone, deep red sphere (Adventure, DMG)
Ioun stone, incandescent blue sphere (Adventure, DMG)
Ioun stone, pale blue rhomboid (Adventure, DMG)
Ioun stone, pink rhomboid (Adventure, DMG)
Ioun stone, pink and green sphere (Adventure, DMG)
Ioun stone, scarlet and blue sphere (Adventure, DMG)

APL 10 (Including APLs 2-8)

- \*Ring of climbing, improved (Adventure; DMG)
Vest of Legends (Adventure, CL 13th, Dungeon Master's Guide II, 16000 gp)

APL 12 (Including APLs 2-10)

- \*Ring of invisibility (Adventure; DMG)
Bracers of Dawn (Adventure; CL 6th; Complete Warrior; 26,000 gp)

TU Starting TU

Starting TU

I OR 2 TU TU Cost

TU Cost

- TU Added TU Costs

Added TU Costs

TU REMAINING

TU REMAINING

XP Starting XP

Starting XP

- XP XP lost or spent

XP lost or spent

XP Subtotal

Subtotal

+ XP XP Gained

XP Gained

XP FINAL XP TOTAL

FINAL XP TOTAL

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value

GP Starting GP

Starting GP

- GP GP Spent

GP Spent

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

- GP GP Spent

GP Spent

GP FINAL GP TOTAL

FINAL GP TOTAL