



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET7-07 Balance of Ket

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

Loyalty: Due to your service and demonstration of loyalty to Ket, you may now wear armor in any walled City in Ket. In addition, if you are a Ket Citizen, you may bear one scimitar or falchion of your choice. In addition, this award grants access to all items marked with a \* in the item access box below. Finally, you may upgrade any weapon with the Merciful enhancement after any Ket adventure.

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

Crime: (Served? Y/N)

Royal Wedding: You will be an honored guest at the royal wedding.

Azor'alg: For working to banish a demon from Ket you are granted access to the following spells from Complete Champion: body ward, bolster aura, divine presence, light of courage, light of faith, light of purity, light of wisdom, master cavalier, phantom charge, rejuvenating light, turn anathema, and war-mount.

True Faith: For cleansing a major temple of a demonic presence you are granted access to the following spells from Complete Champion: aligned aura (law only), benediction, body ward, conduit of life, healing circle, seed of life, soul ward, spiritual guardian, touch of restoration.

Veterans of Ket: For protecting the Beygraf you are granted access to the vaults of the Veterans. You now have Ket Regional access to the following items from the Magic Item Compendium: the blueshine, commander, and radiant armor enhancements, the everbright and illuminating weapon enhancements, and to ghost net, fiendslayer crystals (all types), crest of bravery, goggles of lifesight, and the helm of heroes.

Amulet of Ket: This golden amulet emblazoned with the scimitar of Ket grants the wearer an enhancement to both Constitution and Wisdom of +2, +4 or +6. It is not combinable with any other magical enhancement, but the owner is considered to have Ket Regional access to all three versions for upgrade purposes.

Moderate transmutation; CL 8th; Craft Wondrous Item, bear's endurance, owl's wisdom; Price 8,000 gp (+2), 32,000 gp (+4), 72,000 gp (+6).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Amulet of Ket (Regional; see above)
Masterwork snap-tong (Adventure, FCL, 550 gp)
\*Safewing emblem (Regional, CL 3rd, MIC, 250 gp)

APL 4 (Including APL 2)

- \*Armband of elusive action (Regional, CL 3rd, MIC, 800 gp)
\*Belt of growth (Regional, CL 10th, MIC, 3000 gp)
\*Ring of water breathing (Regional, CL 5th, MIC, 6000 gp)

APL 6 (Including APLs 2-4)

- \*Infinite scrollcase (Regional, CL 9th, MIC, 2800 gp)
\*Steadfast boots (Regional, CL 3rd, MIC, 1400 gp)

APL 8 (Including APLs 2-6)

- \*Ring of adamantite touch (Regional, CL 12th, MIC, 6,000 gp)
\*Surcoat of valor (Regional, CL 5th, MIC, 4000 gp)

APL 10 (Including APLs 2-8)

- \*Banner of the Storm's Eye (Regional, CL 3rd, MIC, 15,000 gp)
\*Water cloak (Regional, CL 10th, MIC, 12,000 gp)

APL 12 (Including APLs 2-10)

- \*Shirt of the inevitable (Regional, CL 9th, MIC, 15,000 gp)

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

TU Starting TU

Starting TU

I OF 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

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