



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

KET8-03 *Blood of the True*

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

Adventure Record#

598 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

Lawbreaker: You have broken Ket law, and been sentenced. If you fled Ket rather than face punishment, at the start of each subsequent adventure set in Ket you have a 25% chance of being immediately caught and sentenced to twice the original penalty with no escape. Your adventure ends.

Crime: _____ Sentence: _____ (Served Y/N)

Doppelganger: At the end of every Ket adventure there is a 25% chance that the adventurer will be placed into the stocks for 4 TUs on a mistaken charge. They can pay half of all gold accumulated in that adventure in fines to avoid this fate.

Nevazar's Blessing: Nevazar's spirit arranges through visions that various Baklunish churches make available to the character all items below marked with a *, as well as these spells from *Complete Champion*: *benediction*, *body ward*, *conduit of life*, *healing circle*, *light of wisdom*, *sacred item*, and *weight of sin*.

Nadaid Owes Hextor: Nadaid owes a great debt to the church of Hextor, which has to be repaid at some point.

Nadaid's Anger: Nadaid has a personal interest in seeing that the character fails in whatever their further endeavors are. All favors with any Ket organization or individual are removed, as are all Ket Metaorganization memberships save the Xanavade.

It's Nadaid's Now: Nadaid has a tangible symbol of the favor of Al'Akbar. In gratitude he offers access to all items marked with a *. He will also arrange for one Wizard spell from the PHB to be cast on the character at no charge (material components must still be paid for) at the end of any adventure. Void this favor when used. It costs 1 TU if used in a non-Ket adventure.

Honor over Riches: You took the difficult road, valuing souls over gold. In response, the next time you would be subject to level drain, you become immune to it for that entire encounter.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- *Healing belt (Adventure; MIC 110)
- *Ring of four winds (Adventure; MIC 124)
- *Standard of valor (Adventure; MIC 197)

APL 4 (all of APL 2 plus the following)

- *Armband of confrontation (Adventure; MIC 195)
- *Belt of one mighty blow (Adventure; MIC 74)
- *Brute ring (Adventure; MIC 83)

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

- *Belt of growth (Adventure; MIC 73)
- *Lockpicking ring (Adventure; MIC 114)
- *Medal of steadfast honor (Adventure; MIC 196)

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

- *Belt of ultimate athleticism (Adventure; MIC 75)
- *Crystal of alacrity (Adventure; MIC 195)
- *Ring of adamantite touch (Adventure; MIC 121)

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

- *Belt of priestly might (Adventure; MIC 74)
- *Ring of avoidance (Adventure; MIC 122)
- *Shield of vigor (Adventure; MIC 196)

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

- *Desperation chain (Adventure; MIC 93)
- *Ring of freedom of movement (Adventure; DMG 232)

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

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

1 OR 2 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