



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET7-06 Balance of Peace

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

Thanks of the Beygraf: For services rendered, you have a point of influence with Beygraf Nadaid. You gain access to all items on the AR marked with a *.

Rescued: For successfully completing a personal mission for the Beygraf, you are granted papers granting you status in Ket. If you are a Resident you are treated by the authorities as respectfully as a Citizen. If you are a foreigner or monster, you are treated as respectfully as a Resident. This lasts as long as you are not caught breaking any laws in Ket. If you are a Citizen already, you are granted title to a farm and employees to keep it up, and have free Rich upkeep in all Ket adventures, paid for by the income from the farm. You also get Ket access to the Merciful weapon upgrade (DMG), and all items on the AR marked with a * are Regional access for you.

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: _____

Sentence: _____ (Served? Y/N)

Dwarven Clans: You have come to the rescue of a dwarf in need. You may buy any one suit of armor of Adamantine or Mithral after any Ket adventure. You also gain access to the following spells (all from *Spell Compendium*): *earth lock, earthen grace, foundation of stone, stone body, stonehold, strength of stone*.

Shadows: You have kept to the shadows. While you remain in the Shadows of Xan Yae, you are wrapped in the shadows of her protection, granting a +2 circumstance bonus to Hide checks in shadowy conditions. You also have access to the following spells (all from *Complete Champion*): *benediction, bewildering substitution, body ward, confound, spiritual advisor*.

Archons: For your part in bringing news of a powerful unlicensed spellcaster in Ket, you are granted access to the Archons' libraries. You have access to the following spells any time you play an adventure in Ket (all from *PHBII*): *animalistic power, baleful blink, blinding color surge, call of stone, chasing perfection, crown of protection, crushing grip, deflect, dimension hop, dimension step, halt, inevitable defeat, overwhelm, phantom battle, regroup, vertigo, whelm, whelm, mass, whelming blast*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Dimensional shackles* (Adventure; DMG)
- ❖ **Crystal of aquatic action, least* (Adventure; CL 5th; MIC; 250 gp)
- ❖ **Armband of elusive action* (Adventure; CL 3rd; MIC; 800 gp)

APL 4 (Including APL 2)

- ❖ **Crystal of aquatic action, lesser* (Adventure; CL 5th; MIC; 1000 gp)
- ❖ **Revelation crystal, least* (Adventure; CL 9th; MIC; 400 gp)

APL 6 (Including APLs 2-4)

- ❖ **Revelation crystal, lesser* (Adventure; CL 9th; MIC; 1000 gp)
- ❖ **Wilding clasp* (Adventure; CL 5th; MIC; 4000 gp)

APL 8 (Including APLs 2-6)

- ❖ **Crystal of aquatic action, greater* (Adventure; CL 5th; MIC; 3000 gp)
- ❖ **Scout's headband* (Adventure; CL 9th; MIC; 3400 gp)

APL 10 (Including APLs 2-8)

- ❖ **Revelation crystal, greater* (Adventure; CL 9th; MIC; 5000 gp)
- ❖ **Ring of arcane might* (Adventure; CL 8th; MIC; 20,000 gp)

APL 12 (Including APLs 2-10)

- ❖ **Metamagic rod (Reach), lesser* (Adventure; CL 9th; MIC; 9000 gp)
- ❖ **Ring of avoidance* (Adventure; CL 15th; MIC; 10,000 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 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

1 OF 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