



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% chance 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)

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

**Azor'alq:** 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, FCI, 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 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