



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET7-03 Balance of Harmony

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

**Lawbreaker:** You have broken Ket law, and been sentenced. If you fled Ket rather than being 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: \_\_\_\_\_

**Investigator:** The Kettite authorities are pleased that you managed to solve the mystery of the violent villagers, and have offered to arrange enchantment of several different types of items for you. You now have Ket regional access to the *mindarmor* armor enhancement (MIC), the *illusion bane* weapon enhancement (MIC), the *merciful* weapon enhancement (DMG), and a *runestaff of entrapment* (MIC).

**Thanks of Grazelt:** You treated Grazelt well, and in return he has offered you some items that he had squirreled away. You gain access to all items up to the APL played, marked with §.

**Brotherhood of Sorcery:** You gain Ket regional access to all items up to the APL played, marked with \*. You also have access to the following spells: *arcane fusion*, *bothersome babble*, *deceptive facade*, *dimension jumper*, *endless slumber*, *escalating enfeeblement*, *repelling shield*, *resinous tar*, and *torrent of tears* (all from CM) as long as you remain a member of the Brotherhood of Sorcery.

**Xanavade:** You now have Ket regional access to the Combat Tinkering (Du), Swift Tumbler (Ci), Trap Engineer (Du), Trap Sensitivity (Du), Undermountain Tactics (Du), and Urban Tracking (Ci) feats, and the Trapsmith (Du) prestige class as long as you remain a member of the Xanavade.

**Wanderers:** You now have Ket regional access to the Far Horizons (RD 92) feat and the spells *attune form*, *dark way*, *downdraft*, *faith healing*, *knight's move*, *mass sanctuary*, *mass snowshoes*, *tremor* (all from SpC) and *renewed vigor* (PHB2), as long as you remain a member of the Wanderers of Fharlanghn.

[Key to sources: *Cityscape* (Ci), *Complete Mage* (CM), *Dungeonscape* (Du), *Magic Item Compendium* (MIC), *Players Handbook II* (PHB2), *Races of Destiny* (RD), *Races of Stone* (RS), *Spell Compendium* (SpC)]

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ \*§ *Memento magica* 1st level (regional, MIC 164)
- ❖ \**Memento magica* 2nd level (regional, MIC 164)
- ❖ §Silversheen (regional, DMG)

#### APL 4 (Including APL 2)

- ❖ +1 *Mindarmor breastplate* (adventure, MIC 13)
- ❖ \**Memento magica* 3rd level (regional, MIC 164)
- ❖ *Piercer cloak* (adventure, MIC 118)

#### APL 6 (Including APLs 2-4)

- ❖ *Brawler's gauntlets* (adventure, MIC 82)
- ❖ §*Dimension stride boots* (adventure, MIC 94)
- ❖ \**Memento magica* 4th level (regional, MIC 164)

#### APL 8 (Including APLs 2-6)

- ❖ \**Memento magica* 5th level (regional, MIC 164)
- ❖ §*Ring of vengeance* (adventure, MIC 128)

#### APL 10 (Including APLs 2-8)

- ❖ §*Armband of maximized healing* (adventure, MIC 72)
- ❖ \**Memento magica* 6th level (regional, MIC 164)
- ❖ *Reciprocal bracers* (adventure, MIC 120)

#### APL 12 (Including APLs 2-10)

- ❖ §*Angelhelm* (adventure, MIC 71)
- ❖ +2 *Mindarmor breastplate* (adventure, MIC 13)
- ❖ \**Memento magica* 7th level (regional, MIC 164)

### 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