



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET7-02 The Wicked Returns

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 (510 xp);
450gp (525 gp)

APL 4

max 675 xp; (795 xp) 650
gp (806 gp)

APL 6

max 900 xp (1,080 xp);
900 gp (1,045 gp)

APL 8

max 1,125 xp (1,365 xp);
1,300 gp (1,644 gp)

APL 10

max 1,350 xp (1,650 xp);
2,300 gp (3,192 gp)

APL 12

max 1,575 xp (1,935 xp);
3,300 gp (4,495 gp)

APL 14

max 1,800 xp (2,220 xp);
6,600 gp (8,845 gp)

Cleansed Yern: You gain regional access to Ghost Scarred (LM). The townsfolk also provide free standard upkeep in any adventure set within a day of Yern, including Polvar.

Sanjar's Gloves: As an immediate action while wearing both gloves, you may make one melee weapon or one end of a two-headed weapon that you are holding in one or both hands a ghost touch weapon as per the spell (SC 102). You can only affect one weapon during the duration of the effect, which lasts for up to 5 minutes once per day. (Weak transmutation; CL 5; Craft Wondrous Item, 5 ranks of Craft (Leatherworking), ghost touch weapon, caster must be of Good alignment; Price 12,000 GP).

Brought back the Fallen: The church of Azor'alq offers regional access to one of these: *merciful* or *disruption* weapon upgrade or *electricity resistance* or *death ward* armor/shield upgrade (CA). If Lawful Good, you may choose one of the preceding or *holy* weapon upgrade or *mithral full plate of speed*

Guardian: Regional access to ONE of the following: Sacred Vengeance, Sacred Purifier (LM), Skullclan Hunter (MH), *ghost touch armor* or *ghost touch weapon* (SC)

Warder: Regional access to ONE of these: *wand of create water*, Frost weapon upgrade, *corona of cold*, *wall of water*, *summon elementite swarm (water)*, *summon greater elemental (water)* (all spells SC)

Puppeteer: Regional access to either *bow of songs* (CA), or one of the following spells (SC): *battle hymn*, *puppeteer*, *reveille*, *weapon shift*.

Lawbreaker: You have broken Ket law. You may flee punishment, but if you are caught (25% chance whenever you are in Ket) your adventure immediately ends as you serve twice the original sentence.

Crime & Sentence: _____

Fled? N / Y (If Y, double sentence was served on AR: ____ DM initials and RPGA# _____)

Barmak's Employee: For helping Barmak open a permanent portal to the Abyss, you gain a *cursed belt of magnificence* (Miniature's Handbook; APL 2-6: +2/APL 8-10: +4/APL 12-14: +6). You lose access to any powers or spells granted by a Good or Neutral deity. You can no longer be healed magically from any source (including fast healing or regeneration). If you die, your death is permanent, as your soul is dragged into the Abyss forever. To remove it requires a *remove curse* (CL 12), and if you are a follower of a Good deity, you also then need a *atonement*. The belt disappears once removed.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of create water* (Regional; DMG)
- ❖ *Spellbook enhancement- Waterproof* (Adv; CL 3rd, 1000gp, CA)
- ❖ *+1 darkwood shield* (Adventure; DMG)
- ❖ *Sanjar's gloves* (Regional; see above)

APL 4 (Including APL 2)

- ❖ *Dragonhide plate* (Regional; DMG)
- ❖ *Spellbook enhancement- resistance to energy minor* (Adv; CL 6th, 1000gp CA)

APL 6 (Including APLs 2-4)

- ❖ *+1 dragonhide plate* (Adventure; DMG)
- ❖ *Spellbook enhancement- glamered* (Adv; CL 6th, 2000gp, CA)

APL 8 (Including APLs 2-6)

- ❖ *+2 dragonhide plate* (Adventure; DMG)

APL 10 (Including APLs 2-8)

- ❖ *+1 beaustskin dragonhide plate* (Regional; CA)

APL 12 (Including APLs 2-10)

- ❖ *+2 beaustskin dragonhide plate* (Regional; DMG)
- ❖ *+2 darkwood shield* (Adventure; DMG)

APL 14 (Including APLs 2-12)

- ❖ *Metamagic rod of empower, lesser* (Regional; CL 17th, DMG)
- ❖ *Sword of the planes* (Adventure; CL 15th DMG)

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 OR 2 TU

TU Cost

- 0, 1, 2 TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL