



This Record Certifies that

Played

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

*Ekb5-06/Tus5-07 The Ekbirrian Job*

A Regional Adventure

Set in the Tusmit/Ekbir 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#

595 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Jadhim's belt of invisibility:** The belt functions as a *ring of invisibility*. Cost 30,000 gp Freq: Regional.

☛ **Enmity of Jadhim-Orem:** Because you have threatened his life, you suffer a -4 Circumstance bonus in lands under his control. Also, you can NOT call upon the self-defense clause in his lands. Void out any rebel cert or influence point you have.

☛ **Oathbreaker:** Because you have broken your word, for the next 5 adventures, you take 3d6 points of damage each morning. Also, each morning, you must make a Fortitude saving throw (DC 20) or be sickened all day. After that, the *geas* is lifted. To remove this requires a 20<sup>th</sup>-level *remove curse*.

☛ **Untrustworthy:** You suffer from a -5 Profane penalty to all dealings with the Church of Al'Akbar.

☛ **Wanted for theft:** You are now wanted for theft in the Udgru, for a total value of: \_\_\_\_\_ gp.

☛ **Loyal to Jadhim-Orem:** You have sided with Jadhim and become a Rebel. You can NEVER join the loyalist, void out any Tusman loyalist cert you have.

☛ **Unaligned:** You have not taken sides and thus are considered to be opposed to both. Void out any Tusman rebel or Tusman loyalist cert you have. You can NEVER join either faction.

☛ **Oath of the Rautha Brotherhood:** You were offered to join the Brotherhood and you took the Oath.

☛ **Friendship of the Brotherhood:** Members of the following meta-orgs at the end of the adventure have items marked with an asterisk \* Frequency: Regional to you. Ekbir: *Zashassar, Clergé de la Foi exalté, Garde sacrée, Askar, Marine, Zawiyar, Noblesse, Noblesse royale, Cour des Miracles, Gardiens des Pinacles*; Tusmit: *Tusman Rebel*, Both *Churches of Al'Akbar*

☛ **Elven surplus:** Members of la Fraternité féline, Xan Yae's Ghost, or the Udgru Elves gain Frequency: Regional access to items marked \*\*\*.

☛ **Loyal to Muammar Quaran:** You have chosen to stay loyal. You can NEVER join the rebels, void out any Tusman rebel cert you have.

☛ **Gratitude of Jadhim-Orem:** You are offered one of the following upgrades: sacred armor (from any organized Church in Tusmit), a dancing shield or a fortunate weapon. Pay only the cost difference. Cross off once used.

TU

Starting TU

I OF 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- ❖ *Jadhim's Belt of Invisibility* (Regional, see above)

APL 6 (all items from APLs 2-4 plus):

- ❖ \*+1 *Flaming Scimitar* (Adventure; DMG)
- ❖ \*+1 *Thundering Scimitar* (Adventure; DMG)

APL 8 (all items from APLs 2-6 plus):

- ❖ *Vest of Resistance +1* (Adventure; *Complete Arcane*)
- ❖ *Ring of Freedom of Movement* (Adventure; DMG)
- ❖ \*\*+2 *Mighty Composite Longbow (+3 Str)* (Adventure; DMG)

APL 10 (all items from APLs 2-8 plus):

- ❖ \*\* +2 *shock Humanbane Mighty Composite Longbow (+3 Str)* (Adventure; 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

Items Sold table with columns for item name, quantity, and value

Total Value of Sold Items \_\_\_\_\_

Add 1/2 this value to your gp value

Items Bought

Items Bought table with columns for item name, quantity, and value

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

Subtotal

GP

FINAL GP TOTAL