



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

KET7-08 Blot Out the Sun

A Regional Adventure

Set in the Ket/Tusmit Region

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

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

Water of the Sanctuary (Su): The PC has dipped their favorite weapon in the waters of the Sanctuary of the Just after holding the ground for Ket. (Monks may choose their natural weapon.) The cost is a 500 gp donation to the Mullahs. The weapon is now considered Lawful-aligned for the purposes of overcoming DR. Ranged weapons so affected confer this ability to their ammunition. Describe the weapon here:

Army Stores: The army of Ket has promised you items for your purchase. You gain access to all items at your APL or less marked with a * below.

True Faith: One time only, can pray for 1 hour at any time of day or night to receive divine spells of Al'Akbar in order to refresh all spells even if they were cast in last 8 hrs. Void this favor when used.

Re'lahd I'Shad: Add any hand slot magic item enhancement to gloves of dexterity for standard cost. No other magical enhancement can be added to gloves after this except to increase Dexterity bonus of the gloves to max +6.

Promise Kept (Su): The PC benefits from special augmentation whenever a conjuration (healing) spell is cast that restores hit points. They may choose to benefit from the Augment Healing (Complete Divine) feat or the Sacred Healing (PHB II) feat. If they choose Sacred Healing, the casting cleric must expend the turning attempt or there is no additional effect. These may only be employed if the individual casting the spell is either Lawful or Good in alignment and do not stack with the actual feats. Even if applied to a mass spell, only the PC receives this benefit.

Messenger: By taking the message to the army, you chose duty over glory. The Black Arrow is impressed at your adherence to the Four Feet of the Dragon. He will pay for 50% of the cost of your next upgrade to a magical item, up to a maximum of a 5,000 gp contribution. This cannot be used for CMI.

Kishtar: Access to any +1 equivalent weapon enhancement from Magic Item Compendium.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- * Upgrade armor/shield to called (Adv, MIC)
* Empowered spellshard (magic missile) (Adv, MIC)
* Empowered spellshard (cure light wounds) (Adv, MIC)

APL 4 (Including APL 2)

- * Upgrade armor/shield to commander (Adv, MIC)
* Least/Lesser Crystal of Electricity Assault (Adv, MIC)
* Empowered spellshard (scorching ray) (Adv, MIC)

APL 6 (Including APLs 2-4)

- +1 blueshine chain shirt (Adv, MIC)
* Empowered spellshard (fireball) (Adv, MIC)
* Cirlet of mages (Adv, MIC)

APL 8 (Including APLs 2-6)

- * Least/Lesser Crystal of Mind Cloaking (Adv, MIC)
* Dragon mask (Adv, MIC)
* Healing belt (Adv, MIC)

APL 10 (Including APLs 2-8)

- * Upgrade armor/shield to moderate fortification (Adventure, DMG)
* Upgrade weapon to lucky (Adv, MIC)
* Lightning Tunic (Adv, MIC)

APL 12 (Including APLs 2-10)

- * Greater Crystal of Electricity Assault (Adv, MIC)
* Ring of adamantine touch (Adv, MIC)

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 1/2 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

I 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