



Play Notes:

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

Adventure Record#

This Record Certifies that

Played

by

Player

RPGA #

Has Completed

TUS6-05 Blaze of Glory

A Regional Adventure

Set in the Tusmit Region

Event: _____
DM: _____

Date: _____

Home Region _____

596 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

Stone Horse: Al'Vareshi accepts to craft a Stone Horse whenever you are ready to pay the normal DMG price. This Stone Horse can be taken as a Paladin mount by a 7th level paladin.

Favor of Bin-Khadij: For saving his comrade in arms, Yasin is willing to train you for any one limited feat from the LGCS that can be taken as a fighter bonus feat.

Favor of Abir bin Ammon al-Vareshi: For risking their lives to help rescue him from his predicament, and let him go back in time to save his beloved Anna, Abir bin Ammon al-Vareshi is eternally grateful to the PCs. He vows to find a way to repay them someday...

Favor of Al-Vareshi: Al'Vareshi is eternally grateful to the PCs. If you have the Al'Vareshi's favor from both TUS4-01 *Spoils of War* and TUS5-04 *Brothers in Arms* (or if the construct is still intact), Al'Vareshi accepts to copy, with your help, one of the Assassin golems sent after him. You will need to have 5 ranks in Craft (blacksmithing) and in Knowledge (arcana), spend 4 TUs and 10,000 gps to craft a Nimblewright (*Monster Manual II*) to come adventuring with you. If you have the *leadership* feat you can take it as a Cohort as a 9th level character. Al'Vareshi can be contacted later.

Nimblewright: CR 7; medium-size construct; HD 10d10; hp 65; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk +7; Grp +11; Atk +11 melee (2d6+4/12-20, rapier-hand); Full Atk +11 melee (2d6+4/12-20, 2 rapier-hands); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack

Spell-Like Abilities: At will - *alter self*; self only 3/day - *cat's grace, entropic shield, feather fall, haste*. Caster level 10th; save DC 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped. (Continued below)

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6

- ❖ *Scarab golembane* (Adventure, DMG)
- ❖ +2 *Chainshirt* (Adventure, DMG)
- ❖ +2 *Breastplate* (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- ❖ +1 *Mighty cleaving greatsword* (Adventure, DMG)
- ❖ +2 *Full plate* (Adventure, DMG)
- ❖ *Sandals of harmonius balance* (Adventure, *Complete Adventurer*)

APL 10 (all of APLs 6-8 plus the following)

- ❖ *Tunic of steady spellcasting* (Adventure, *Complete Adventurer*)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +3 *Full plate* (Adventure, DMG)
- ❖ +1 *Frost short sword* (Adventure, DMG)
- ❖ *Headband of conscious effort* (Adventure, *Complete Adventurer*)
- ❖ +1 *Skillful greatsword* (Adventure, *Complete Arcane*)

TU

Starting TU

1 OR 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

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

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

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