



### Play Notes:

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

Adventure Record#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

This Record Certifies that

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

Has Completed  
*TUS6-05 Blaze of Glory*  
A Regional Adventure  
Set in the Tusmit Region

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_

Home Region \_\_\_\_\_

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 7<sup>th</sup> 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)

#### 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)

### 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

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL