



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
EKB8-01 *La Relique*
A Regional Adventure set in Ekbir



Play Notes:

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

Home Region _____

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Reward from the organizations: Regional (*for Glory*) / Adventure (*for Gold*) Access to items marked with (*) and, only if *For Glory*, with (**).

Thanks of Baliel (for Glory): You met a Solar and you have been blessed by him.

Blessed by Ancient Gods (for Glory): All spells and effects with [sacred], [electricity] and [good] are maximized for the next seven adventures.

Rewards from the Pinnacles: When the PC exercises this favor, powerful creatures from the Pinnacles of Azor'alq upgrade any one magical weapon or armor or shield that the PC owns to add one of the following abilities: *Glamerd, Defending, Keen, Shock, Shocking Burst, Spell Storing*. If *for Glory*, add to the list: *Ghost Touch, Bane (Dragon, Evil Outsider or Undead), Disruption, Holy*. This favor counts only as a regional access.

Favor of Ar'loq: You get access to the Legendary Captain prestige class, by spending 12 / 24 TUs sailing with Ar'loq on the Dramidj Ocean.

Dragon Friend (for Glory): You get access to the feat *Dragonfriend* and to the prestige class *Dracolite* from the *Draconomicon*.

Servant of the Heaven (for Glory): You get access to the prestige class *Hellreaver* from the *Fiendish Codex II: Tyrants of the Nine Hells*.

Mercenary (for Gold): You have at your disposal a sum of APLx100 gp. This gold can be used only during your next adventures and only to help you reaching the maximum treasure of the APL any time you don't get it. Deduce from the total any gp spent in this way: _____

Favor of the Kalimbramallam Family: You can buy one any open access item with a 10% reduction. Note the AR where the favor is spent (AR_) and the name of the item _____

Haunted: You have a 50% chance to become panicked each time you meet any incorporeal creature with no save. This Curse can only be removed by a *break enchantment* spell casted by a spellcaster with ___th caster level.

Paragon of Good (for Glory): You can reroll a failed saving throw once.

APL 4

max 1,350 xp(1,687 xp);
1,300 gp(1,625 gp)

APL 6

max 1,800 xp(2,250 xp);
1,800 gp(2,250 gp)

APL 8

max 2,250 xp(2,812 xp);
2,600 gp(3,250 gp)

APL 10

max 2,700 xp(3,375 xp);
4,600 gp(5,750 gp)

APL 12

max 3,150 xp(3,937 xp);
6,600 gp(8,250 gp)

APL 14

max 3,600 xp(4,500 xp);
13,200 gp(15,500 gp)

TU

Starting TU

2 or 4 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ *Helm of Comprehend Languages and Read Magic* (Adventure; DMG)
- ❖ *Mithral shirt**(Adv/Regional; DMG)

APL 6 (all of APL 4 and the following)

- ❖ *Celestial Armor*** (Adv/Regional; DMG)
- ❖ *Flame Tongue**(Adv/Regional; DMG)

APL 8 (all of APLs 4-6 and the following)

- ❖ *Frost brand**(Adv/Regional; DMG)
- ❖ *Rod of Splendor**(Adv/Regional; DMG)
- ❖ *Sun blade*** (Adv/Regional; DMG)

APL 10 (all of APLs 4-8 and the following)

- ❖ *Robe of the Archmagi*** (Adv/Regional; DMG)
- ❖ *Rod of Metamagic, Silence Greater**(Adv/Regional; DMG)

APL 12 (all of APLs 4-10 and the following)

- ❖ *Mace of smiting*** (Adventure/Regional; DMG)
- ❖ *Rod of Metamagic, Maximize**(Adv/Regional; DMG)
- ❖ *Rod of Metamagic, Quicken**(Adv/Regional; DMG)

APL 14 (all of APLs 4-12 and the following)

- ❖ *Holy Avenger*** (Adv/Regional; DMG)
- ❖ *Rod of Metamagic, Quicken, greater**(Adv/Regional; DMG)
- ❖ *Staff of Life**(Adv/Regional; 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

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