



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*Ket4-07 The Darkeye Hour*

A Regional Adventure  
Set in the Ket 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#

**594 CY**  
**ADVENTURE**

LEVEL OF  
PLAY

(CIRCLE ONE)

**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

**Member of the Beygraf's Retinue:** Henceforth, let it be known that \_\_\_\_\_ is a loyal Member of the Beygraf's Retinue. The individual may stay with full honors in the Beygraf's Palace when visiting Lopolla. During adventures set in Lopolla, Members of the Beygraf's Retinue receive free Luxury upkeep.

**The Great Scimitar has awakened:** In using the ancestral blade of the Dar'hai's against a family enemy, the weapon has been awakened. The Great Scimitar now bears the Axiomatic descriptor, but only when being wielded by a Protector of Arad al'Tomaz. This ability is only available to characters that won the Protector of Arad al'Tomaz competition in *Into Thin Air*, used the *+1 Great Scimitar* when confronting Bezag, and purchased the great scimitar on or before this adventure.

**Honor of the Protector:** A Protector who participates in the pilgrimage is looked upon favorably by fellow Ketites and as a result gains regional access to the Keen and Merciful weapon enhancements.

**Gratitude of the Gaubaruva Family:** Characters with an Influence Point with the Gaubaruva Family can expend that influence point to gain Ket regional access to any one Wondrous Item (Table 7-27 to 7-28) from the DMG valued at 16,000 gp or less.

**Gift of Foretelling:** A Protector of Arad al'Tomaz who participates in the pilgrimage spends 4TUs escorting young Arad and his family into and back from the Paynims. In return, the Protector is sent a gift of foretelling. On one future attack roll or saving throw, after dice are rolled, the character may add +20 to the result of the role. Once used, this gift is crossed off the AR.

**Breaker of the Protector's Oath:** A Protector of Arad al'Tomaz that refuses to participate in the pilgrimage is considered to have broken their oath. The character is marked as the left hand of the character becomes completely black. When in Ket, the character has a -5 to all Charisma based checks and the character is also cursed. For the next three adventures, the character is at -6 on their key ability score. Only a *wish* or *miracle*, cast at 20<sup>th</sup> level or higher, can eliminate the curse before its duration has expired.

**Ring of the Wind:** this silver ring portrays an engraved face on a cloud blowing streams of wind. When activated, the wearer acts as if under the effect of a *freedom of movement* spell from a 7<sup>th</sup> level caster. Each use of the ring expends one charge. A newly created ring has 50 charges. When all of the charges are expended, the ring becomes a non-magical item.

Moderate abjuration; CL 7<sup>th</sup>; Forge Ring, *freedom of movement*; Price 28,000 gp. Frequency: adventure.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 8**

- ❖ *Ring of mind shielding* (Adventure; DMG)
- ❖ *Vest of resistance +2* (Adventure; *Tome and Blood*)
- ❖ *Carpet of flying*, 5 ft by 5 ft (Adventure; DMG)
- ❖ *Ring of misdirection* (Adventure; *Arms and Equipment Guide*)
- ❖ *Metamagic rod, silent (lesser)* (Adventure; DMG)
- ❖ *Ring of counterspells* (Adventure; DMG)
- ❖ *Ring of the wind* (Adventure; See above)
- ❖ *Wand of summon monster I* (Adventure; DMG)

**APL 10** (all of APL 8 plus the following)

- ❖ *Cloak of resistance +2* (Adventure; DMG)
- ❖ *Wand of summon monster II* (Adventure; DMG)

**APL 12** (all of APLs 8-10 plus the following)

- ❖ *Cloak of charisma +4* (Adventure; DMG)
- ❖ *Cloak of resistance +3* (Adventure; DMG)
- ❖ *Vest of resistance +3* (Adventure; DMG)
- ❖ *Headband of intellect +4* (Adventure; DMG)
- ❖ *Wand of summon monster III* (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

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