



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed

Ek5-05/Tus5-06 The Tusman Job

A Regional Adventure

Set in the Tusmit/Ekbir 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#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

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

Gratitude of Jazaar Ibn Fadel: This counts as an influence point with the Mouqollad Consortium. If you are a member of the Consortium, this becomes a permanent influence point.

Eternal Gratitude of Jazaar Ibn Fadel: You count as being a member of the Consortium in any adventure that belonging to the Mouqollad Consortium (House of Ibn Fadel) may have an impact. This applies only to in-game situations and circumstances, not item access. If you are already a member of the Consortium you gain a +4 circumstance bonus to all social rolls involving the Consortium.

Consortium access: Because of your great generosity, Jazaar uses his contacts to get you items you may find useful. Starting 5 adventures after this one, you can purchase the following items after any adventure set in Ekbir or Tusmit: horseshoes of speed, ghost-touch barding, +1 horseshoes, saddlebags of holding type I or II and horses and non-magical horse barding at 20% discount.

Gratitude of Fawala: Maybe useful in the future.

Trustworthy friend: Someone has deemed you to be trustworthy and may call upon you in the future.

Thankful Clergy: This counts as an influence point with the Clergy of the Exalted Faith. As long as you have this influence point you can purchase the Holy Cup Water (counts as Bahamut's breath from Planar Handbook) after any adventure set in Ekbir or Tusmit. Cross off once used.

Curse of the Tomb: The first time a victim rolls a 20 on a d20 roll for either an attack roll on an enemy or saving throw (that's harmful to them) the 20 counts as a 1. This curse cannot be dispelled, nor can it be removed with a break enchantment, limited wish, or remove curse spell. A miracle or wish spell removes the curse. A soothsayer tells you that this curse can be removed if you receive an atonement from a man whose lips have kissed the High Cleric himself.

TU

Starting TU

I OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

❖ Bag of Holding (Type I) (Adventure; DMG)

APL 6 (all items from APLs 2-4 plus):

❖ Bag of Holding (Type II) (Adventure; DMG)

❖ Amulet of Natural Armor +2 (Adventure; DMG)

❖ Bracers of Armor +2 (Adventure; DMG)

❖ Cloak of Resistance +2 (Adventure; DMG)

APL 8 (all items from APLs 2-6 plus):

❖ Bag of Holding (Type III) (Adventure; DMG)

APL 12 (all items from APLs 2-10 plus):

❖ Bag of Holding (Type IV) (Adventure; DMG)

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 _____

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