



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed
Grave Consequences
A Regional Adventure
Set in Tusmit

Event: _____ Date: _____
DM: _____
Signature RPGA #

Play Notes:

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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 6
max 900 xp; 900 gp

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

Mouqollad Consortium Influence: For having saved the House of Joraffa, this character received an Influence point from the Tusmit Mouqollad Consortium and the ability to purchase the below items from them at a future date.

- Cloak of Resistance +3 (Frequency: Regional; DMG)
- Cape of Mountebank (Frequency: Adventure; DMG)
- Gloves of Dexterity (Frequency: Adventure; DMG)

Blessings of Azor'Alq: For having brought back the body of Munthir Haddad, the church of Azor'alq offer you to upgrade any one weapon to become *merciful* or one piece of armor/shield can be upgraded with the *Fortification, light*. This costs the difference between the old weapon/armor and the new weapon/armor market value. Frequency: Regional.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ *Phylactery of Faithfulness* (Frequency: Adventure; DMG)
- ❖ *Rod of Extend [lesser]* (Frequency: Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ None

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

- ❖ None

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

- ❖ *Ring of Minor Energy Resistance* (Frequency: Adventure; DMG)
- ❖ *Ring of Protection +2* (Frequency: Adventure; DMG)
- ❖ *+2 Half-Plate* (Frequency: Adventure; DMG)
- ❖ *Cloak of Resistance +2* (Frequency: Adventure; DMG)
- ❖ *Brooch of Shielding* (Frequency: Adventure; DMG)

TU

Starting TU

1 OF 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