



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
Tus5-05 Strife and Chaos
A Regional Adventure
Set in the Tusmit 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

Lost in the Abyss: Your character was taken to the Abyss. The character cannot be played until you have completed a special mission. Contact the Tusmit Triad for details.

Wanted for Questioning: For your next three adventures in Tusmit you must pay double the cost for upkeep and 1 additional TU per adventure round. Army members and heroes of Tusmit lose all ranks.

Gratitude of Sheik Ed'our Bin Kan: The Sheik offers to share his contacts (**select one now**).

- Elemental Magic Teaching: The Sheik sends you to meet an elemental lord on the Elemental Plane of Earth. This allows you to qualify for Elemental Warrior (PH), Elemental Savant (CA) or Bonded Summoner (MH)
- Military Training: Training with the Sheik's bodyguard qualifies you for Tactical Soldier (MH)
- Eternal Gratitude: This is a permanent influence point with the Sheik of Malimar

Offer of Command: Any member of the Water Watchers with a rank of Ra'is Ruqubaa, Muqaddam or higher is offered command of the Water Watchers in Malimar by the Sheik. Contact the Tusmit Triad if you are promoted to command.

Bar-Ooks' Traveling Spellbook:

- APL 2** 1st - *Color spray, disguise self, expeditious retreat, mage armor, magic missile, magic weapon, protection from good, shield, shocking grasp, true strike.* Market Price: 330 gp; Weight: 3 lbs.
- APL 4** Same as APL 2 plus 2nd - *Earthen grasp, flaming sphere, web.* Market Price: 420 gp; Weight: 3 lbs.
- APL 6** Same as APL 4 plus 2nd - *Mirror image, see invisibility, shatter;* 3rd - *Bands of steel, fireball, fly, haste.* Market Price: 1140 gp; Weight: 3 lbs.
- APL 8** Same as APL 6 plus 3rd - *Haste, lightning bolt, slow;* 4th - *Defenestrating sphere, dimension door, Evard's black tentacles, greater invisibility, Otiluke's resilient sphere.* Market Price: 2,010 gp; Weight: 3 lbs.
- APL 10** Same as APL 8 plus 5th - *Overland flight, vitriolic sphere, wall of force.* Market Price: 2,820 gp; Weight: 3 lbs.
- APL 12** Same as APL 10 plus 6th - *Chain lightning, disintegrate, imbue familiar with spell ability.* Market Price: 3,290 gp; Weight: 3 lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- ❖ *Bar-Oaks Traveling Spellbook* (Adventure; see above)

APL 4 (all items from APL 2 plus):

- ❖ *Mithril Chain Shirt* (Adventure; DMG)

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

- ❖ *Adamantine Greatsword* (Adventure; DMG)

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

- ❖ *+1 Mithril Full Plate* (Adventure; DMG, 11,500 gp)
- ❖ *+1 Frost Morningstar* (Adventure; DMG)
- ❖ *Bracers of Armor +3* (Adventure; DMG)
- ❖ *+1 Flaming Hand Crossbow* (Adventure; DMG)
- ❖ *Adamantine Breastplate* (Adventure; DMG)
- ❖ *Adamantine Greataxe* (Adventure; DMG)

APL 10 (all items from APLs 2-8 plus):

- ❖ *+1 Icy Burst Morningstar* (Adventure, DMG)
- ❖ *+1 Defending Rapier* (Adventure; DMG)
- ❖ *Ring of Protection +2* (Adventure; DMG)
- ❖ *Bracers of Armor +3* (Adventure; DMG)
- ❖ *Cloak of Resistance +2* (Adventure; DMG)

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

- ❖ *Periapt of Wisdom +4* (Adventure, DMG)
- ❖ *Headband of Intellect +4* (Adventure; DMG)
- ❖ *Ring of Protection +3* (Adventure; DMG)
- ❖ *Cloak of Resistance +3* (Adventure; DMG)
- ❖ *Bracers of Armor +4* (Adventure; DMG)
- ❖ *Belt of Giant Strength +4* (Adventure; DMG)
- ❖ *Gloves of Dexterity +4* (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 1/2 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

I OF 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL