



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

TUS6-09 Fell in Disgrace

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event:
DM:

Date:

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

In the Songs of Bandaloo: The Big Mouth sings your exploits all across the Sheikdom of Khalid. This counts as an influence point. Cross off once used.
Nightmares of the Fell: The Pastor of Nightmares now owns your dreams and haunts your nights. From now on, after the first night of sleep (or meditation for elves) you get in any given adventure, you wake up fatigued. This will prevent spellcasters to prepare spells for the day. The nightmares will stop 1 year after the date on this AR unless the situation changes (for better or worse).
Dreaded Nightmares of the Fell: (This replaces Nightmares of the Fell) The Pastor of Nightmares now owns your dreams and haunts your nights. From now on, after the first night of sleep (or meditation for elves) you get in any given adventure, you wake up exhausted. This will prevent spellcasters to prepare spells for the day. The nightmares will stop 1 year after the date on this AR unless the situation changes (for better or worse).

An old symbol: You found the old symbol of a mullah in a dark tower.
Favor of Sheik Zeldan "The Axe": The Sheik of Khalid is grateful for your services. This favor can be spent to have one of your items upgraded at the regular cost. You can upgrade an item to any other one you have access through another AR by paying the difference in price instead of the full value.
My head on a pike: You fought the elves, and the elves won. Your head was found on a pike outside the Udgru with all your possessions underneath.
Guest of the Wyvern clan: You were "invited" to stay longer with the Wyvern clan. This adventure costs you 1 additional TU.
Thanks of King Elohir: This counts as an influence point with King Elohir and/or the War Council of the Wood Elves.
Befriending the Wild Elves: You have made peaceful contact with your elven cousins from the Ekbirrian Udgru and set the grounds for an alliance.

TU

Starting TU

1 OR 2 TU

TU Cost

TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

*: Access only with Elves Special Option of Play.

APL 4

- Rod of silent spell, lesser (Adventure, DMG)
Cloak of elvenkind (Adventure, DMG)
Boots of elvenkind (Adventure, DMG)

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

- +1 Bane (elf) Spiked Chain (Adventure, DMG)
+1 Frost Composite Longbow (+1 strength) (Adventure, DMG)

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

- Periapt of Wisdom +4 (Adventure, DMG)
Gloves of Dexterity +4 (Adventure, DMG)
Cloak of Charisma +4 (Adventure, DMG)
Amulet of Natural Armor +2 (Adventure, DMG)

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

- +2 Chainshirt (Adventure, DMG)
Amulet of Health +4 (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

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