



Play Notes:

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

 Adventure Record#

597 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
TUS7-02 Bringing the Rain...
 A Regional Adventure
 Set in the Tusmit Region

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

Home Region _____

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

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 1,575xp; 3,300gp

Feral Touch: You have the animal's blood boiling in your veins. At any time in the future when you are under the night sky and the moon can be seen you may expend this one time to enter a state exactly like a barbarian's rage as a first level barbarian. This does not stack with other levels of barbarian.

Gratitude of the centaurs: For helping them clear the evil from the Yaara Woods, you have their eternal friendship. This counts as a Social Influence Point.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- ❖ *Dusty rose ioun stone* (Adventure; DMG)

APL 4 (all items from APL 2 plus):

- ❖ *+1 huge greatsword* (Adventure; DMG)

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

- ❖ *+1 adamantite greatsword* (Adventure; DMG)

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

- ❖ *+1 large adamantite greatsword* (Adventure; DMG)

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

- ❖ *+1 large vicious adamantite greatsword* (Adventure; DMG)

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

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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