



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

Played

by Player RPGA #

Has Completed

TUS7-07 The Stone Gardens

A Regional Adventure Set in the Tusmit Region

Event: Date:

DM: Signature RPGA #

Home Region

APL 4

max 675 xp; 650 gp

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

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).

Served the Fell: You have served Lord Fell's plans, and for this he has rewarded you by suspending his tormenting nightmares. This favor suspends the negative effects of "Nightmares of the Fell" or "Dreaded Nightmares of the Fell". Do not cross those out as the hold of the Pastor of Nightmares on your soul is still strong.

Sharing the Fame of Bandaloo: You have been with Tusmit's upper class in Sefmur. They all know who you are now. This counts as a Social influence point with any faction in Tusmit.

Secret of the Fell: You uncovered the secret story about the past of Lord Fell and reported it to his enemies; no doubt this will have consequences. As such, your employer as rewarded you and people will hear about your deed. This counts as a Social influence point in Tusmit. Alternatively, wood elf PCs can spend this favor to get the Disrupting Attack alternative class feature for the Ranger class (Player's Handbook II, page 55). This option is only for the All-elves play option.

Thanks of the College: You protected successfully the mad mage Zambar. This favor gives you one of the following (circle):

- Scribe one of the following wizard spell with the Earth descriptor in your spellbook: move earth, stone shape, transmute mud to rock, transmute rock to mud, or wall of stone.
Counts as a Social influence point with the College of the Arts.
Counts as an Underground influence point with the Order of Pure Blood.

Disliked by the Order: You helped kill the mad earth elementalist Zambar. The Order of Pure Blood will remember this and certainly holds now no friendly feelings toward you. You have strong social penalties with any member of the Order of Pure Blood (must inform DM at beginning of any TUS or VTF adventure).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- Access to the Bane Melee Weapon Special Ability (Adventure; DMG)
Access to the Bane Ranged Weapon Special Ability (All-Elves Option only) (Adventure; DMG)
Wand of Melf's acid arrow (Adventure, DMG)

APL 6 (all of APL 4 plus the following):

- Access to the Ghost Touch Melee Weapon Special Ability (Adventure; DMG)
Access to the Seeking Ranged Weapon Special Ability (All-Elves Option only) (Adventure; DMG)

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

- Access to the Holy Melee Weapon Special Ability (Adventure; DMG)
Access to the Holy Ranged Weapon Special Ability (All-Elves Option only) (Adventure; DMG)

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

- Access to the Disruption Melee Weapon Special Ability (Adventure; DMG)
Access to the Anarchic Ranged Weapon Special Ability (All-Elves Option only) (Adventure; DMG)

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

- Access to the Brilliant Energy Melee Weapon Special Ability (Adventure; DMG)
Access to the Brilliant Energy Ranged Weapon Special Ability (All-Elves Option only) (Adventure; DMG)

TU Starting TU

Starting TU

1 OR 2 TU TU Cost

TU Cost

- TU Added TU Costs

Added TU Costs

TU REMAINING

TU REMAINING

XP Starting XP

Starting XP

- XP XP lost or spent

XP lost or spent

XP Subtotal

Subtotal

+ XP XP Gained

XP Gained

XP FINAL XP TOTAL

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

Starting GP

- GP GP Spent

GP Spent

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

+ GP GP Gained

GP Gained

GP Subtotal

Subtotal

- GP GP Spent

GP Spent

GP Subtotal

Subtotal

GP FINAL GP TOTAL

FINAL GP TOTAL

Items Sold

Items Sold table with columns for item name, quantity, and value

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table with columns for item name, quantity, and cost

Total Cost of Bought Item

Subtract this value from your gp value