



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
Grave Consequences
 A Regional Adventure
 Set in Tusmit



Play Notes:

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

Home Region _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

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)

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

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