



This Record Certifies that

by _____
 Played _____
 Player _____ RPGA # _____

Has Completed
TUS6-03 Spy Games
 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: _____



Adventure Record#

596 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

☛ **Head Merchant of Hash'Esar:** You have been elected to be the head priest of Mouqol in Hash'Esar. Contact the Tusmit Triad for more information, and the special certification that goes with it all.

☛ **Enmity of the Tears of the Marid:** You have angered high-ranking members of the Tear. For the next 52 TUs, anytime you want to use an Influence point with a non-religious organization in Tusmit, you must spend an additional influence point.

☛ **Tears of the Marid I-O-U:** You owe one to the Tears. If you are ever called to perform a task for them in the future, you MUST complete the task, or worse things will happen to you.

☛ **My head on a pike:** You were executed for treason and your head left to rot. You may only be returned to life through a resurrection spell.

☛ **Thanks of Arjed al-faris al-Fareeq:** You are now considered a Tusman Loyalist. Also, this counts as two influence points with the loyalists. Cross off once used. You can exchange one of these influence points for one of the following items: *ring of arcane might* (CA), *phoenix helm* (CA), *horn of the rider* (HoB), *standard of the galloping steed* (HoB) or a single weapon made of Thinaun (CW). ☐ ☐

☛ **Thanks of Queen Salima:** You are now considered a Tusman Rebel. Also, this counts as two influence points with the rebels. Cross off once used. You can exchange one of these influence points for one of the following items: *ring of arcane might* (CA), *phoenix helm* (CA), *horn of the rider* (HoB), *standard of the galloping steed* (HoB) or a single weapon made of Thinaun (CW). ☐ ☐

☛ **Wanted for Murder:** You killed a soldier and are wanted for his murder. This only applies for lands under the control of the following faction. If you are ever caught by the authorities, you face punishment for your crime. You cannot call upon the self-defense clause on this one. Check where you are wanted.

☐ Rebels ☐ Loyalist

☛ **Mines for life:** You were found guilty of spying and were sent to the mines for life. Your character is out of play forever. There are only 2 ways out.

1. If you can muster 10 influence points with the loyalists. (to mount a rescue)
2. You may request a special mission from the Tusmit Triad

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

- ❖ Mithral Breastplate (Adventure, DMG)
- ❖ *Wand of Melf's Acid Arrow* (CL 3rd, Adventure, DMG)

APL 4 (all of APLs 2 plus the following)

- ❖ *Potion of Lesser Vigor* (CL 1st, Regional, *Spell Compendium*)

APL 6 (all of APLs 2-4 plus the following)

- ❖ +2 Mithral Breastplate (Adventure, DMG)
- ❖ +1 *Merciful Guisarme* (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ +3 Mithral Breastplate (Adventure, DMG)
- ❖ +2 *Merciful Guisarme* (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