



This Record Certifies that

by _____
 Played _____
 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

Home Region _____

Event: _____ Date: _____
 DM: _____

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

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

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

*: 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)

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

Subtotal

+ GP

GP Gained

GP

Subtotal

FINAL GP TOTAL