



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

TUS6-06 Sowing the Seeds...

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

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Suffering from the Grey Wasting:** Your character has eaten food from the larder of the mage Is'haaq bin Tahir. His food stores have been covered with a strange gray dust, which is actually the Infernal Affliction, and the character has permanently lost 1 point of Constitution. This loss can be restored with a *break enchantment* (DC 32), followed by a *heal*.

☛ **Decanter of Floral Scents:** This small, porcelain jar shoots forth a tiny jet of magical air, every 10 minutes, that makes whatever it touches smell like a single rose for 1 minute of time. Faint Universal. CL Cannot be crafted; Craft Wondrous Items, *prestidigitation*; Price 250gp; Weight 1/2 lb.

☛ **Starmetal:** This small chunk of Starmetal (2 ounces) is enough for the owner to qualify for the green star adept prestige class. Price: 1,000gp.

☛ **Evercold Ice:** This cube of ice will not melt unless subjected directly to a strong fire, making it ideal for experiments or simply keeping your food cold. Price: 1,000gp.

☛ **Spell Access:** For avenging his master Gulam has made part of his spellbook available for you to scribe spells. You can copy any 2 Core Conjunction spells of a level Equal to half the APL this game was played at. You must still pay for the scribing costs but not the spell's cost.

☛ **Cohort:** Gulam has decided to continue his studies with an Arcane caster of your party (only 1 member of your party who is an arcane caster can take him as a cohort if he has the leadership feat).

Gulam: Human Wizard 1; CR 1; Medium

Human (Baklunish); HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +0; Grp -1; Atk -1 melee (1d4-1/19-20x2, dagger); Full Atk -1 melee (1d4-1/19-20x2, dagger); Space/Reach 5 ft./5 ft.; SA Spellcasting; AL LN; SV Fort +1, Ref +2, Will +0; Str 9, Dex 14, Con 14, Int 17, Wis 7, Cha 11.

Skills and Feats: Concentration +4, Knowledge (Arcana) +6, Knowledge (History) +6, Profession (Scribe) +5, Spellcraft +6; Scribe Scroll, Spell Focus (Conjuration), Greater Spell Focus (Conjuration).

Possessions: Grey Mages Robes, Dagger.

Description: Gulam is a simple Baklunish man. Standing a mere 5'7" tall, he has short-cropped black hair, and curious brown eyes.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Decanter of Floral Scents* (Adventure, see above)
- ❖ *Starmetal* (Adventure, see above)
- ❖ *Dust of Dryness* (Adventure, DMG)
- ❖ *Evercold Ice* (Adventure, see above)

APL 4 (all of APL 2 plus the following)

- ❖ *Bag of Holding Type II* (Adventure, DMG)
- ❖ *Bracers of Armor +2* (Adventure, DMG)
- ❖ *Hand of the Mage* (Adventure, DMG)

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

- ❖ *Boots of Levitation* (Adventure, DMG)
- ❖ *Bracers of Armor +3* (Adventure, DMG)
- ❖ *Brooch of Shielding* (Adventure, DMG)

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

- ❖ *Headband of Intellect +4* (Adventure, DMG)
- ❖ *Bracers of Armor +4* (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *Periapt of Health* (Adventure, DMG)
- ❖ *Bracers of Armor +5* (Adventure, DMG)
- ❖ *Boccob's Blessed Book* (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *Headband of Intellect +6* (Adventure, DMG)
- ❖ *Bracers of Armor +6* (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 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