

Living Greyhawk

This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Tus5-08 Injustice For All
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: _____
Signature _____ RPGA # _____



595 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

☛ **Darien's Dagger:** This item is a +1 dagger of last resort (Complete Warrior). It also provides a +3 competence bonus on all Knowledge (History) checks made by its bearer and in addition the bearer makes Knowledge (History) checks as if they possessed half a rank in the skill. If borne by anyone other than its owner this item functions only as a +1 dagger of last resort. (Frequency: Regional, one per table; Cannot be crafted; Cost: 9,500 gp)

☛ **From Tusmit, with Love:** Rebel supporters offer to teach you the game of spycraft. You now have access to the Spymaster prestige class as presented in Complete Adventurer. Alternately this can be used an influence point with the Rebels.

☛ **Favor of Arjed al-Qadi:** This influence point counts as an influence point with the Exalted Church AND the Tusman nomads. It can be used for either, but only once. Cross off when used.

☛ **Aldan's thanks:** For having saved him from death Aldan owes you a favor. Up to three times, he can testify of your good faith. This can be used to reduce a sentence to the minimum allowable. Once all 3 boxes are check, Aldan considers his debt repaid.



☛ **Order Restored:** For having supported the loyalists in Ishakdur, Busadi has made a few items from his personal cache available to you. This is a one-time access only. +1 light fortification extreme steel shield (Races of Stone and DMG), universal solvent (DMG), lesser metamagic rod of sculpting (Complete Arcane), ring of protection +2 (DMG). This is considered to be an influence point with a loyalist faction. Purchasing an item or using the influence point. Cross off once used.

☛ **Favor of Noni:** For having returned his honor to him in allowing him to keep his blade Noni has pulled some strings for you. Have your DM sign and cross off this favor immediately to circle one item in the lower box. That item is now access: regional. Or, you may keep this favor and see if Noni can help in the future. You must decide now.

☛ **Ire of Busadi:** For having forced him out of power in Ishakdur Busadi has it in for you. You take a -2 circumstance penalty on any social checks with the loyalist Tusman authorities. Also Busadi has signed a death warrant for treason. This is valid only in loyalist sheikdoms.

TU
Starting TU
I 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Mithral Breastplate (Adventure; DMG)
- ❖ Mithral Chain Shirt (Adventure; DMG)
- ❖ Quiver of Ehlonna (Adventure; DMG)
- ❖ Warmace (Adventure; Complete Arcane)
- ❖ Cloak of Resistance +2 (Adventure; DMG)
- ❖ Access to the Merciful weapon upgrade (Adventure; DMG)

APL 4 (all items from APL 2 plus):

- ❖ Potion of Lesser Vigor (Adventure; Complete Divine)
- ❖ Pearl of Power, 1st level (Adventure; DMG)
- ❖ Ring of Sustenance (Adventure; DMG)
- ❖ Eyes of the Eagle (Adventure; DMG)
- ❖ +1 Warmace (Adventure; Complete Arcane)

APL 6 (all items from APLs 2-4 plus):

- ❖ +2 Mithral Breastplate (Adventure; DMG)
- ❖ Cloak of Resistance +2 (Adventure; DMG)
- ❖ Circlet of Persuasion (Adventure; DMG)
- ❖ +1 Glammered Mithral Chain Shirt (Adventure; DMG)
- ❖ +1 Merciful Warmace (Adventure; Complete Arcane)

APL 8 (all items from APLs 2-6 plus):

- ❖ +3 Mithral Breastplate (Adventure; DMG)
- ❖ Cloak of Resistance +3 (Adventure; DMG)
- ❖ Pearl of Power, 2nd level (Adventure; DMG)
- ❖ Ring of Counterspells (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 1/4 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