



This Record Certifies that

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
**TUS6-04 Arcane Fate**  
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 6**

max 900xp; 900gp

**APL 8**

max 1,125xp; 1,300gp

**APL 10**

max 1,300xp; 2,300gp

**APL 12**

max 1,575xp; 3,300gp

☛ **Knowledge of the Dedicari flower:** The character is familiar with the Dedicari flower, extra-planar origin and potential use as an anti-wizard drug.

☛ **Curse of the Dedicari flower:** The character has been affected by the ground Dedicari flower, and suffered its effects. From now on, he is more vulnerable to the powder.

☛ **Right of access to the sewers:** This writ, signed by the Royal Investigator gives you the right to bear arms in the Sewers of Sefmur.

☛ **Favor of Omar Khalid:** Because you helped him get his revenge on the College, Omar Khalid offers to craft any wand in the *Dungeon Master's Guide* under 750 gp for you. You must pay for this however.

☛ **Ire of Omar Khalid:** Omar Khalid knows you foiled his plan. Because of this, the first night you rest in any adventure set in Tusmit, you are the target of a *nightmare* spell (Will DC 20). You can have this removed by spending two influence points with a Tusman church or the College of the Arts.

☛ **Contacts:** Heroes who belong to the Tears of the Marid, the Church of Olidammara or the Brotherhood of Basharaat treat all items marked with '#' as frequency regional.

☛ **Martha's Spindle:** if worn either on the head, neck or bracer slot, the spindle will magically protect you from the next critical hit. If worn, the next critical hit scored against you is cancelled (you still get hit, it just doesn't count as a critical hit). Cross off once used.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 6**

- ❖ #+1 Mithral Chain Shirt (Adventure, DMG)

**APL 8** (all of APLs 6 plus the following)

- ❖ #+1 Merciful Falchion (Adventure, DMG)

**APL 10** (all of APLs 6-8 plus the following)

- ❖ #+1 Merciful Heavy Mace (Adventure, DMG)
- ❖ #+1 Keen Falchion (Adventure, DMG)
- ❖ #+2 Mithral Chain Shirt (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