



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Tus5-04 Brothers in Arms

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 #



Adventure Record#

595 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 1,300xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

➤ **Influence point with Yasin bin-Khadij waz-Vilayad:** For risking their lives to help his former comrades in arms, Yasin bin-Khadij waz-Vilayad is willing to intercede on the heroes' part if they ever need to communicate with any government official. He is also willing to train any hero: this favor can be used to gain access to any limited feat (as per the LGCS) that can otherwise be taken as a Fighter bonus feat. Cross off once used.

➤ **Influence point with the Tusmit government:** For his efforts in locating the lost laboratory of Abir bin Ammon al-Vareshi, this hero has earned the good will of the Tusmit government. This favor can be used for a promotion in the Tusmit military. Cross off once used.

➤ **Copy of al-Vareshi's notes:** The remnants of these notes can be used by any PC with 1 rank in Craft (blacksmithing) or Craft (carpentry) and 2 ranks in Knowledge (arcana) to create a small bipedal humanoid-shaped construct at a cost of 1000gp and 2 TU. The construct will follow simple orders without question.

➤ **Small Construct:** CR 1; Small Construct; HD 1d10+10; hp 20; Init +0; Spd 40 ft; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; Base Atk +0; Grp -4; Atk +1 melee (1d4 slam); Full Atk +1 melee (1d4 slam); Space/Reach 5 ft./5 ft.; SA None; SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

PCs who recovered the chest from **TUS4-01 Spoils of War**, and either kept it or returned it to the Guard in Vilayad, can get access to further notes on construct creation (it will require them to cross off the Influence with the Guard they received). With these notes, 2 ranks in Craft (blacksmithing) or Craft (carpentry), and 2 ranks in Knowledge (arcana), they can upgrade the small construct to a medium one at a cost of 1000gp and 2 TU.

➤ **Medium Construct:** CR 2; Medium Construct; HD 2d10+20; hp 36; Init +0; Spd 40 ft; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 slam); Full Atk +2 melee (1d6+1 slam); Space/Reach 5 ft./5 ft.; SA None; SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ None

APL 6 (all of APLs 4 plus the following)

- ❖ +2 chain shirt (Adventure; DMG)
- ❖ +2 cloak of resistance (Adventure; DMG)
- ❖ +2 rapier (Adventure; DMG)
- ❖ +2 ring of protection (Adventure; DMG)
- ❖ Dust of disappearance (Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ +1 vest of resistance (Adventure; Complete Arcane)
- ❖ +3 chain shirt (Adventure; DMG)
- ❖ +3 rapier (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following)

❖ None

APL 12 (all of APLs 4-10 plus the following)

- ❖ +2 chain shirt (Adventure; DMG)
- ❖ +2 scimitar (Adventure; DMG)
- ❖ +2 short sword (Adventure; DMG)
- ❖ +4 rapier (Adventure; DMG)
- ❖ +2 amulet of natural armor (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