



This Record Certifies that

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

Has Completed  
Firestorm

A Meta-Regional Adventure Set in Tuflik,  
Fals, and Vilverdyva Trade Route



### 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#

593 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

APL 14

max 1,800 xp; 6,000 gp

**T'neal's Lamp of worms:** The Azer crafter and battle captain has agreed to craft for you a lamp that holds the power to spout forth fire worms on command. This item is usable by any that hold it and activate it with the command word "salrite".

When activated, the lamp crumbles to dust while a *summon monster V* spell brings forth 1d4+1 thoquas (see *Monster Manual*) for 9 rounds. The lamp can only be purchased one time, before T'neal runs out of the special ingredients he stored away.

T'neal's Lamp of worms; Access: MetaRegional (one purchase only); Caster Level 9<sup>th</sup>; Prerequisites: Not reproducible; Weight- 1 lbs; Cost: 4,500 gp

**Tharizdun's Currency:** The only markings on these electrum coins is the dark spiral on one side and the inverted pyramid on the other. The spiral side is ringed with the words "down spiral seeking decay" written in infernal. The pyramid side has the words "up the dark passage ergo payment" written in abyssal. The 'coins' are warm to the touch and radiate moderate abjuration magic. The actual effect is undeterminable. No more than 10 coins can be purchased. Possession of these coins is considered a crime in almost every civilized land.

Caster Level: 5<sup>th</sup>; Prerequisites: not reproducible; Weight-nil; Cost: 100 gp.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 8

- ❖ *Wand of Bull's Strength* (Frequency: Adventure;; 3<sup>rd</sup> level caster; DMG)
- ❖ *Wand of Keen Edge* (Frequency: Adventure; 5<sup>th</sup> level caster; DMG)
- ❖ *Wand of Color Spray* (Frequency: Adventure; 1<sup>st</sup> level caster; DMG)
- ❖ *Tharizdun's Currency* (Frequency: Adventure; see above)

#### APL 10 (all of APL 8 plus the following)

- ❖ *Wand of Mount* (Frequency: Adventure; 3<sup>rd</sup> level caster; DMG)

#### APL 12 (all of APLs 8-10 plus the following)

- ❖ *Wand of True Strike* (Frequency: Adventure; 1<sup>st</sup> level caster; DMG)

#### APL 14 (all of APLs 8-12 plus the following)

- ❖ *Wand of Gaseous Form* (Frequency: Adventure; 5<sup>th</sup> level caster; 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 Items

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