



This Certificate Certifies that

Played by _____
Player _____ RPGA # _____

Has completed
Theft of a Flower
A Regional Adventure
set in the Duchy of Urnst



C O S T :
1 TU

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE

LEVEL OF
PLAY:
(circle one)

APL 2

max XP 300; 288 gp

APL 4

max XP 600; 610 gp

APL 6

max XP 900; 991gp

APL 8

max XP 1,200 xp; 1,704 gp

APL 10

max XP 1,500 XP; 2,570 gp

This character may purchase the following item:

☛ **White Noise Lantern:** This ordinary-looking rusted burnt out lantern is beyond repair and has little actual value. It does have the special property of giving off a soft relaxing background noise to those nearby. The type of noise is determined by the command word spoken: "Birds" - Birds chirping; "Ocean" - Sounds of the sea rolling in and out; "Rain" - A hard rainfall; "Storm" - Rolling Thunder; "Wind" - A Cold Wind Howling; "Night" - Crickets and frogs; "Quiet" - No Sound
Value - 100 gp (purchase only); Frequency - Adventure

☛ The following items from the builder books should be made available to PCs who complete the adventure:

New Feat or Spell - The Gnomes of House Burlondin have allowed the character to study within their halls to receive training in certain gnomish knowledge. This can be a feat or a spell from the following lists. This is a one time gift and may be chosen anytime after this adventure, so long as the character meets the given prerequisites for the Feat or Spell. The character must still spend the money, experience, and time unit to learn the chosen spell.

Feats Available: Monkeygrip (SaF) - Can use larger weapons one-handed; Sculpt Spell (TaB) - Shape the area of a spell; Arcane Defense (TaB) - Against Illusion only - +2 Save vs. spells of that school; Split Ray (TaB) - Ray spells can be split and affect two targets; Animal Defiance (MoW) - Ability to drive away animals; Reach Spell (DoF) - Lets you turn a touch spell into a ray

Spells Available: Fox's cunning (TaB) - Increases Intelligence as bull's strength (Brd/Clr/Sor/Wiz); owl's wisdom (TaB) - Increases Wisdom as bull's strength (Brd/Clr/Sor/Wiz); familiar pocket (TaB) - Creates a safe haven for your familiar (Sor/Wiz); enhance familiar (TaB) - Gives familiars a +2 to most rolls (Sor/Wiz); lesser electric orb (TaB) - Creates a electric orb that can deal damage (Sor/Wiz)
The characters may purchase one of the following items from the gnomes between adventures. Only one item per character per adventure after this one may be purchased from this list: All Items from Mundane list in Tome and Blood; *potion of animal logic* (TaB); *collar of resistance* [+1] (TaB); blowgun (MoW); winch crossbow (MoW); stump knife (SaF); gnome battlepick (SaF); two-ball bolas (SaF).

Event _____ **Date:** _____
DM: _____
Signature _____ RPGA # _____

ITEMS BOUGHT

Total

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wonderous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1.

2.

3.

Consumable Items

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Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp

Bought/Sold Amounts

New Starting gp



_____ has acquired the following in the scenario
Theft of a Flower

Influence Point

Influence Point with House Burlondin. The character has received a brass ring with a silver pick embedded on it as a token of their gratitude. This gives them instant trust when dealing with anyone from Burlondin House and gives them a +2 circumstance bonus when dealing with all city-dwelling gnomes. In addition, if the character is within Leukish, they receive a 50% discount when purchasing healing spells of level 2 and under. They must obtain the spells from House Burlondin to receive the discount. It is only for immediate healing, not for purchasing scrolls or potions and may only be used once per adventure.



GP Value: n/a
Weight: n/a
Use Restriction: Common
Tradeable: NO
Total Bonus:

Judge Signature _____ Date _____
RPGA # _____
Convention _____

If this certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate disqualification from play.

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Theft of a Flower

Enemy of House Meissel

Enemy of House Meissel - The character has meddled in the affairs of House Meissel and has brought on their wrath. To that end, if the character is in an area heavily populated by operatives of the House (Leukish, Nellix, or Seltaren), there is a 50% chance each adventure that an operative will spot them and do something to hinder or harm the character as a deterrent against future meddling. The effect: Whenever the judge chooses during the adventure when the character is in one of those three cities, a Meissel operative will affect the actions of the character in some negative way. This can be an attack roll, a skill check, or anything that involves a roll. For that roll, they will receive a -2 circumstance penalty, after which the operative will flee. For instance, the operative might fire on the character from a distance, causing him to miss an attack on another enemy. There is no XP or treasure if the character or party happens to kill him.



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