



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max 300 XP, 181 gp

APL 4

max 600 XP, 609 gp

APL 6

max 900 XP, 1,071 gp

Played by _____
Player RPGA #

Has completed
Light the Flame
A Regional Adventure
set in Tusmit

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Cross out game effects this character doesn't gain.

☛ **Geas/quest:** Command: "Help the Order locate and free our master Zuoken". Caster Level: 12th. Duration: Permanent, or until the command is completed, or removed via magic. See spell description for details. Effect: characters under this enchantment must do their best to follow the command, which means they spend an additional TU for every adventure played, regardless of the type and duration, to simulate the time spent trying to fulfill the directive. The spell's directive is fulfilled after three adventures (3 additional TU total).

☛ **Falah's Favor:** For helping the Order of the Inner Flame in a time of need, Falah the elder brother has offered to teach you in the ways of Edel and Da'Shon. A character with this favor may select the following Feats the next time they gain a Feat: Acrobatic (Song and Silence) Blindsight, 5-foot Radius (Sword and Fist)

☛ **Influence Point with Sefmur City Watch:** The recipient has received an Influence Point with the Sefmur City Watch. Consult Tusmit's Meta-docs for means of redeeming Influence Points and their effects.

Starting XP
XP Gained
XP Spent
New XP
/
Starting gp
/
Gp Gained
/
Gp Spent
/
End of Adventure gp
/
Bought/Sold Amounts

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;
wondrous 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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New Starting gp