



This Certificate Certifies that



C O S T :  
2 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: \_\_\_\_\_

592 CY  
ADVENTURE  
LEVEL OF  
PLAY:  
(circle one)

APL 2

max 600 XP, 600 gp

APL 4

max 1,200 XP, 1,200 gp

APL 6

max 1,800 XP, 2,000 gp

APL 8

max 2,400 XP, 3,400 gp

APL 10

max 3,000 XP, 5,731 gp

Played by \_\_\_\_\_

Player

RPGA #

Has completed  
Chasing the Crown  
A Regional Adventure  
set in Bissel

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Cross out any game effects not gained

☛ **Permanent Influence Point with the Church of Heironeous in Bissel** - The PC has performed an important task for the high priest of Heironeous. The PC has 1 permanent influence point with the Church of Heironeous in Bissel. Please contact the Bissel Triad for details.

☛ **Bissel Military Commendation** - The PC (a member of the Bissel military) is awarded a commendation by the Brigadier of Falcon Battle. Please contact the Bissel Triad for details.

☛ **Favor of the Margrave** - The Margrave of Bissel appreciates your recent deeds and grants you a favor that can be used for special access to training in Bissel. The PC may use this favor to gain access to class guidebook materials as follows. PC can, if she meets all other requirements, take a class guidebook feat to learn at next opportunity, or the PC can gain study time with a prototype of a single magic item in a class guidebook thereby allowing her to manufacture that item at a future date as per the MIC rules. This favor can only be used once and requires the PC to designate its specific use by filling in the blank here (\_\_\_\_\_) with the name of

the feat learned or the magic item studied. Only feats and magic items from the class guidebooks can be learned, and only ones permitted under the campaign and Bissel regional rules.

☛ **Victim of Curiosity** - This PC made a bad decision and tried to wear the ceremonial crown of the Margrave. The PCs alignment has been shifted to \_\_\_\_\_ as per the effects of a helm of opposite alignment. If the PCs alignment is now evil, the PC is removed from play until the situation is remedied. Please contact the Bissel Triad for details on how other PCs can remove this curse from you.

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: 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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End of Adventure gp

Bought/Sold Amounts

New Starting gp