



This Certificate Certifies that



COST: 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

Event \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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

ITEMS BOUGHT  
Total

Gp Spent  
End of Adventure gp  
Bought/Sold Amounts

EQUIPMENT LIST (list item and gp value)

Basic Equipment: \_\_\_\_\_  
Signature Items  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

Consumable Items

Consumable Items grid with checkboxes and lines for listing items.

New Starting gp