



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 XP 300; 276 gp

APL 4

max XP 600; 513 gp

APL 6

max XP 870; 791 gp

APL 8

max XP 1,110 xp; 1,186 gp

APL 10

max XP 1,320 XP; 1,831 gp

Played by _____

Player

RPGA #

Has completed
Bright Prospects
A Regional Adventure
set in the Duchy of Urnst

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

☛ **Scroll of the tal'Shaki** (Frequency: Adventure; Requirements: not applicable; Market Price: 1 gp): This is a copy of a scroll provided by the tal'Shaki tribe of the Bright Desert as a gift to the family of Lord Brondar Pontirun. The scroll details the history of the Sulm Empire from founding until founder and also details the origins and history of the tal'Shaki tribe.

As this is only a copy of materials provided by the tal'Shaki, the only value is in the information contained in the scroll and the material involved in crafting it.

With the scroll is a detailed map of the Bright Desert. The map provides a +2 circumstance bonus to all skill checks relevant to navigating through the Bright Desert. If a character spends eight hours researching the scroll, she can gain a +2 circumstance bonus to any Knowledge skill checks pertaining to the Sulm Empire, the Bright Desert, or the tal'Shaki tribe of dervishes.

Unless noted differently in the play notes for the scenario, the scroll is written in Flan and can only be utilized by a character that is able to read that language.

light warhorse in the following ways:

☛ **Tal'Shaki Bred Warhorse**: CR 1; HD 3d8+12; hp 25; Spd 70 ft.; AC 15 (touch 11, flat-footed 13); Atk +4 melee (1d4+3, 2 hooves) and -1 melee (1d3+1, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent, subdual fire damage reduction (-/5); AL N; SV Fort +7, Ref +5, Will +2; Str 16, Dex 14, Con 18, Int 3, Wis 13, Cha 6.

Skills: Listen +7, Spot +7

Owning a tal'Shaki bred warhorse gives the rider a +2 circumstance bonus to Ride and Handle Animal skill checks to control or train that (and only that) animal.

☛ **tal'Shaki Bred Warhorse** (Frequency: Adventure; Requirements: not applicable; Market Price: 300 gp): The warhorses bred by the tal'Shaki are without equal. Born and bred to the harsh climate of the Bright Desert, each differs from a standard

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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End of Adventure gp

Bought/Sold Amounts

New Starting gp



This Certificate Certifies that



C O S T :
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Player

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The above-named character is married to Umaera, High Priestess of Pelor for the tal'Shaki Tribe of Bright Desert Dervishes. The character is considered to be a full member of the tal'Shaki tribe of the Bright Desert, although the character does not receive the full benefits of having been part of that tribe since birth. The character and Umaera have a daughter together, a beautiful blond child with golden eyes named Ah'risa.

The character is out of play for one full year. Thereafter, the character must spend at least 26 time units for each year with his wife and the tal'Shaki tribe in the Bright Desert. These time units must be marked off before the character spends any other time units for the year.

One year after this certificate is issued, the character is immediately granted enough experience to place him at the beginning of his next character level. The character must take this level as Ranger. The character is subject to any experience penalties that might be incurred as a result of multi-classing because of gaining this level.

If the character does not speak the Flan language, two of the skill points gained from the new level must be spent on the Speak Languages skill to learn Flan; two more of the skill points must be spent on Wilderness Lore to learn the set of sounds and trail signs the tal'Shaki dervishes use. Any remaining skill points may be spent as the character wishes. If the character does not have enough skill points to complete these requirements, they must spend points toward these skills, and pay the remaining cost at the first possible opportunity.

The above-named character cannot be raised from the dead, as this violates the customs of the tal'Shaki. If they are raised, the character is forever more the enemy of the tal'Shaki people.

As part of Umaera's dowry, the character has received the following gifts from the tal'Shaki:

-A matching set of a jeweled scimitar and a jeweled dagger (total value 150 gp) that identify the bearer as a member of the tal'Shaki.

-A tal'Shaki bred light warhorse that conforms to all the normal statistics for tal'Shaki bred warhorses that has become acclimated to the character and will only bear the character unless instructed to do otherwise by the character. The horse also knows the following tricks: Attack, Come, Defend, Guard, Home, and Play Dead. Once per campaign year until the year 600CY, House Nelaera will pay

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	TU Expenditure Notes
	Other TUs Spent

TUs Remaining

the character a stud fee of 200 gp for the right to breed this fine stallion into the bloodline of their horses. In order to take advantage of this offer, the character must expend four time units per campaign year. This time is spent as a guest of House Nelaera and the character automatically receives the Rich lifestyle at no cost for these time units. The approximate gold value of this horse is 800 gp.

➤ **Dervish Trained Light Warhorse** (800 gp, N/A, N/A, Unusual, Tradable: No): This exceptional quality stallion comes from a long line of dervish horses trained for speed and stamina. The light warhorse conforms to all the statistics of a standard light warhorse, with the exception that its base movement rate is increased to 55 feet instead of the usual 50. In addition, the horse is considered to have the Run feat in addition to its natural feat(s).

This horse will never allow another individual to ride it unless commanded to do so by the character to who it is bonded.

➤ **Tal'Shaki Bred Warhorse**: CR 1; HD 3d8+12; hp 25; Spd 70 ft.; AC 15 (touch 11, flat-footed 13); Atk +4 melee (1d4+3, 2 hooves) and -1 melee (1d3+1, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent, subdual fire damage reduction (-7/5); AL N; SV Fort +7, Ref +5, Will +2; Str 16, Dex 14, Con 18, Int 3, Wis 13, Cha 6.

Skills: Listen +7, Spot +7

This horse is trained to know the following tricks: Attack, Come, Defend, Guard, Home, and Play Dead. The horse can understand verbal commands issued in Flan and can also understand the whistle code and hand signs used by the tal'Shaki. Owning a tal'Shaki bred warhorse gives the rider a +2 circumstance bonus to Ride and Handle Animal skill checks to control or train that (and only that) animal.

In 592CY, House Nelaera will pay a stud fee of up to 250 gp for the rights to breed this excellent mount into their famous line of horses. The character must pay four time units to allow House Nelaera to breed the stallion; the character cannot expend time units that he does not have (i.e., the character cannot "go negative" in time units to pay this cost).

DM: _____; RPGA # _____; Date: _____

Event _____ Date: _____

DM: _____

Signature

RPGA #

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Bought/Sold Amounts

New Starting gp