



This Record Certifies that



Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#
595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed
BIS5-01 That's Rhomstaff!
A Regional Adventure
Set in Bissel

Event:
Date:
DM:
Signature
RPGA #

APL 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

Favor of Estander the Playwright: This PC has earned the favor of Estander, the author and producer of 'That's Rhomstaff!'. Estander has agreed to sell some of the theater's excess magical gear. You may spend this favor during a Bissel Regional or Sheldomar Valley Metaregional adventure to gain access (Frequency: Adventure) to purchase one, and only one, of the following items (circle the one selected): hand of the mage, hat of disguise, lyre of building, Nolzur's marvelous pigments, ring of invisibility, ring of telekinesis. Mark this favor as USED when spent.

On Tour!: This PC has helped 'That's Rhomstaff!' become a success and has agreed to tour as part of the production cast. You must immediately spend 6 additional TUs or cross off this reward and lose its benefits. If you do spend time touring, you earn an additional 100 gp (above and beyond the gp cap for your APL) in salary. You also gain a +2 circumstance bonus to all Bluff, Diplomacy, Gather Information, and Perform checks made during any adventure set within Bissel due to your fame as a star on the stage.

Personal Favor of the Regent: You have saved the life of Her Noble Ladyship, the Regent Saralind, and she always repays her debts in full. You may retain this favor for some future use or spend it (marking it as USED) during any Bissel Regional or Sheldomar Valley Metaregional adventure to gain one, and only one, of the following benefits (circle the one chosen):

- You may have one raise dead spell cast on your behalf at the Temple of Heironeous in Pellak at a cost of 4,000 gp and 2 TUs.
You may request the assistance of the Mist Chameleons, the spy network loyal to the rulers of Bissel. You may inquire about one subject of interest. Information about this subject is discretely delivered to you 12 hours later. In all other regards, this is similar to the use of a legend lore spell. Results are at the discretion of the DM.

Commendation from the Mist Chameleons: This PC, a member of the Mist Chameleons metaorganization, has done an exemplary job of protection the Regent from harm. This PC's superiors have noticed. This adventure may be counted as one TU towards the yearly TU cost for the Mist Chameleons metaorganization.

TU
Starting TU

1 Or 2 TU
TU Cost

- TU
Added TU Costs

TU REMAINING

XP
Starting XP

- XP
XP lost or spent

XP
Subtotal

+ XP
XP Gained

XP
FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

- APL 2:
Arcane Scroll of Phantasmal Killer (7th level caster; Adventure; DMG)
Quaal's Feather Token - Anchor (Adventure; DMG)
Quaal's Feather Token - Fan (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- Elixir of Vision (Adventure; DMG)
Silversheen (Adventure; DMG)

APL 6 (all of APLs 2, 4 plus the following):

- Bracers of Armor +2 (Adventure; DMG)
Quaal's Feather Token - Bird (Adventure; DMG)
Quaal's Feather Token - Tree (Adventure; DMG)
Ring of Mind Shielding (Adventure; DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Quaal's Feather Token - Swan Boat (Adventure; DMG)
Quaal's Feather Token - Whip (Adventure; DMG)
Ring of Sustenance (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Bracers of Armor +3 (Adventure; DMG)
Brooch of Shielding (Adventure; DMG)
Heward's Handy Haversack (Adventure; DMG)
Ring of Protection +2 (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- Chime of Opening (Adventure; DMG)
Cloak of Charisma +4 (Adventure; DMG)
Golembane Scarab (Adventure; DMG)

Lifestyle

- None
Standard (12 gp x TU)
Rich (50 gp x TU)
Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP
Starting GP

- GP
GP Spent

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

- GP
GP Spent

GP
FINAL GP TOTAL