



This Record Certifies that

Played by _____
Player RPGA #

Has Completed
BIS5-06 *Vanity and Vexation*
A Regional Adventure
Set in Bissel



Play Notes:

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

Home Region _____



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

Event: _____ Date: _____

DM: _____ RPGA #
Signature

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.

• **Bissel Military Commendation:** The Great Army of Bissel hereby grants you a military commendation. Please contact the Bissel Triad for more information.

• **Contemplative of Pelor:** This PC has met a solar in the service of the Sky Father. This fulfills the special requirement for the Contemplative prestige class for followers of Pelor.

• **Touched by Pelor's Hand:** This PC was present at the Rite of Clarity, when Pelor's light was released upon Bissel, and has been permanently affected.

Your skin glows softly with a radiant aura of white light. This radiance sheds light as a common lamp, providing bright light to a radius of 5 feet and shadowy illumination to 10 feet. This aura detects mildly as good.

Good creatures automatically recognize the radiance surrounding you as a mark of what you have achieved for the forces of good. You gain a +2 divine bonus on all Diplomacy and Sense Motive checks made when interacting with good creatures.

It is impossible for this PC to hide in shadows or darkness, and the PC suffers a -10 divine penalty to other Hide checks and Bluff checks to seem inconspicuous, as the aura naturally draws attention. A *darkness* spell can temporarily counter this radiance effect. Illusion magic such as *disguise self* or *alter self* cannot hide it – the altered form will still radiate light. This effect can be removed via *remove curse* (CL 17th), *wish*, or *miracle*.

• **Church Inquisitor of Pelor:** This PC has uncovered and purged corruption from within the Church of Pelor. If this PC is or becomes a member of the Nightwatch metaorganization, this fulfills the special requirement for the Church Inquisitor prestige class for followers of Pelor.

• **Favor of the Church of Pelor:** This favor counts as an Influence Point with the Church of Pelor in Bissel. The PC can spend this favor to gain access (Frequency: Any) to purchase any one, and only one, of the following items/upgrades (circle when chosen): *cloak of resistance* +2 or +3 or +4, *gem of brightness*, *globe of sunlight*^{LM}, *lesser strand of prayer beads*, *pearl of power* (1st, 2nd, 3rd, or 4th level), *phylactery of undead turning*, *sacred scabbard*^{CW}, *belt of giant strength* +4, *amulet of health* +4, *periapt of wisdom* +4, *headband of intellect* +4, *cloak of charisma* +4, *gloves of dexterity* +4, *armor/shield special abilities* (*angelic*^{BoED}, *blinding*, *death ward*^{CA}, *ghost ward*^{LM}, *sacred*^{BoED}), *weapon special abilities* (*ghost touch*, *sacred*^{LM}).

If you also possess the **Favor of the Churches of Heironeous and Pelor** from BIS5-03 *Trials and Triumphs*, you may spend both favors at once and instead choose from the following list: *rings* (*freedom of movement*, *shooting stars*), *belt of giant strength* +6, *amulet of health* +6, *periapt of wisdom* +6, *headband of intellect* +6, *cloak of charisma* +6, *gloves of dexterity* +6, *armor/shield special abilities* (*ghost touch*), *bracers of dawn*^{CW}, *lantern of revealing*, *sun blade*, *weapon special abilities* (*disruption*, *ghost strike*^{LM}, *heavenly burst*^{BoED}, *holy*, *sacred burst*^{LM}).

Mark this favor as USED once it has been spent.

^{LM}=Libris Mortis, ^{CW}= Complete Warrior, ^{BoED}= Book of Exalted Deeds, ^{CA}= Complete Arcane.

TU
Starting TU

I 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:

- Ring of Counterspells (Adventure; Dungeon Master's Guide)
- True Holy Symbol, Pelor (Regional; Planar Handbook)
- Wand of Cure Light Wounds (CL 1st; Regional; Dungeon Master's Guide)
- Wand of Inflict Light Wounds (CL 1st; Adventure; Dungeon Master's Guide)

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

- Oil of Greater Magic Weapon +2 (Regional; Dungeon Master's Guide)
- Potion of Shield of Faith +5 (Regional; Dungeon Master's Guide)
- Wand of Inflict Moderate Wounds (CL 3rd; Adventure; Dungeon Master's Guide)

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

- Divine Scroll of Restoration (CL 7th; Regional; Dungeon Master's Guide)
- Elixir of Fire Breath (Adventure; Dungeon Master's Guide)
- Unguent of Timelessness (Adventure; Dungeon Master's Guide)

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

- Goggles of Day (Adventure; Dungeon Master's Guide)
- Oil of Greater Magic Weapon +3 (Regional; Dungeon Master's Guide)
- Wand of Inflict Serious Wounds (CL 5th; Adventure; Dungeon Master's Guide)

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

- +1 Styptic Chain Shirt (Adventure; Planar Handbook)
- Divine Scroll of Hallow (CL 9th; Regional; Dungeon Master's Guide)
- Helm of Comprehend Languages and Read Magic (Adventure; DMG)

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

- Oil of Greater Magic Weapon +4 (Regional; Dungeon Master's Guide)
- Staff of Healing (Regional; Dungeon Master's Guide)
- Wand of Inflict Critical Wounds (CL 7th; Adventure; Dungeon Master's Guide)

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