



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
BIS6-02 Seeking Refuge
A Regional Adventure
Set in Bissel



Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Play Notes:

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

Home Region _____

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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.

☛ **Welcome in the Village of Refuge:** You have entered the village of Refuge and been accepted by the inhabitants. This may impact future interactions you might have with them.

☛ **Cast out of the Village of Refuge:** You have entered the village of Refuge and been found wanting by the inhabitants. This may impact future interactions you might have with them.

☛ **Favor of the Village of Refuge:** This PC has served the expatriate community of Refuge. This favor counts as an Influence Point with the citizens of Refuge. If you are ever in danger of being arrested by the Bissel government, you may spend this favor and 2 additional TUs to instead flee to the safety of Refuge. The local citizens will then help you safely leave the borders of the March. You may no safely return to Bissel afterwards. Contact the Bissel Triad immediately if you use this option. Mark this favor as USED once it has been spent.

☛ **The Simpler Life:** You have decided to forgo your adventuring life and become a simple citizen of Refuge. You are immediately removed from play, buy gain access (Frequency: Regional) to purchase the following items: corncob pipe, overalls, pitchfork, rake, shovel.

☛ **Respect of the Wayward Son:** You have earned the admiration of Guidebrother Francilis and, with it, the blessings of Fharlanghn. You may spend this favor during a Withdraw action to avoid all Attacks of Opportunity that you would otherwise incur during that movement. Mark this favor as USED once it has been spent.

☛ **Favor of the Exchequer:** Due to the exemplary work you have done for the Exchequer, he has agreed to use his influence to your benefit. You may spend this favor to gain access (Frequency: Adventure) to one currently legal item that you previously had access to on an Adventure Record, but lost this access because it expired (rather than a loss caused by an action or penalty). Mark this favor as USED once it has been spent.

☛ **Relief of a Distressed Widow:** For returning the body of her deceased husband, Widow Fletcher owes you a debt of gratitude. The kindness you have shown her family is rewarded by the loan of a family heirloom, a gold ring with an intricate gold filigree pattern. If the ring is worn by an individual (who must be the PC given the ring by the widow) who is dying, on the round after they perish they are returned to the land of the living as if by a *revivify* spell (Spell Compendium). This effect may only occur once, at which point this ring no longer radiates magic (strong conjuration). Once the effect has occurred, the PC must return the heirloom to the widow (which costs 2 additional TUs). Only one PC at this table may earn this ring. Mark this favor as USED once the effect has been used and the TUs spent.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Phylactery of Faithfulness (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Token, Tree (Adventure; Dungeon Master's Guide)

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

- ❖ Chime of Opening (Adventure; Dungeon Master's Guide)
- ❖ Elixir of Fire Breath (Adventure; Dungeon Master's Guide)
- ❖ Horn of Fog (Adventure; Dungeon Master's Guide)

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

- ❖ Candle of Truth (Adventure; Dungeon Master's Guide)
- ❖ Gloves of Arrow Snaring (Adventure; Dungeon Master's Guide)
- ❖ Necklace of Fireballs, Type II (Adventure; Dungeon Master's Guide)

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

- ❖ +1 Flaming Heavy Flail (Adventure; Dungeon Master's Guide)
- ❖ +1 Flaming Quarterstaff (Adventure; Dungeon Master's Guide)
- ❖ Pipes of Sounding (Adventure; Dungeon Master's Guide)

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

- ❖ Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- ❖ Elemental Gem, Fire (Adventure; Dungeon Master's Guide)
- ❖ Stone Salve (Adventure; Dungeon Master's Guide)

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

- ❖ +1 Flaming Burst Quarterstaff (Adventure; Dungeon Master's Guide)
- ❖ +1 Light Fortification Breastplate (Adventure; Dungeon Master's Guide)
- ❖ Ring of Evasion (Adventure; Dungeon Master's Guide)

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

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 ½ 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