



This Record Certifies that



Played by _____
Player _____ RPGA # _____

Has Completed
BIS6-02 Seeking Refuge
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#
596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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.

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.

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:

- ❖ 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):

- ❖ Cirlet 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*)

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