



# This Record Certifies that



### Play Notes:

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



Adventure Record#

**596 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Played by \_\_\_\_\_

Player

RPGA #

## Has Completed

BIS6-06 Opportunity NOCs

A Regional Adventure

Set in Bissel

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ RPGA #

Signature

RPGA #

Home Region \_\_\_\_\_

APL 2

max 900 xp; 900 gp

APL 4

max 1,350 xp; 1,300 gp

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

Cross out any game effects this character does not gain.

➤ **Survivor of the Temple of Mists:** You have passed through the three chambers of the Temple of the Mists – not an easy feat – and it has given you insight into the origins of the Mist Chameleons. This knowledge gives you a +2 circumstance bonus on Cha-based skill checks when dealing with a member of the Mist Chameleons.

➤ **Sight of a Blind Woman:** The blind oracle at the Temple of the Mists saw something in your soul that terrified her. She gave you the following prophetic words, but did not say why or what they mean:

“EVERYONE IS TWILIGHT. DAY AND NIGHT... NIGHT AND DAY... SOME OF BOTH. BUT NOT YOU... YOU ARE NIGHT. YOU ARE THE DARKNESS. YOU BRING THE DARKNESS. IT IS A STAIN ON YOU. I CAN SMELL IT ON YOU... TASTE IT ON YOU.”

➤ **Favor of the Mist Chameleons:** Your party managed to infiltrate the Mist Chameleon headquarters and get out again without killing any of the agents. Accomplishing such a great feat – and with honor – has earned you the respect of the spies. They will return the favor. This counts as an Influence Point with the Mist Chameleons.

Alternatively, you may spend this favor at the beginning of an adventure to enlist their aid. Up to three times during that adventure, you may reroll one roll that has just been made before the DM declares whether the roll results in a success or failure. You must take the results of the reroll, even if it's worse than the original roll. Any unused rerolls expire at the end of the adventure.

Mark this favor as USED once it is spent.

➤ **Captured by the Mist Chameleons:** The last thing you remember was your group infiltrating the Mist Chameleon stronghold and surrendering to the forces within. Now, you are free again... but with a hole in your memory. You can't account for the last two weeks. You immediately lose 2 additional TUs.

➤ **Enmity of the Mist Chameleons:** Your party managed to infiltrate the Mist Chameleon headquarters, but you only escaped by killing agents. They'll be looking for a little payback. For one year from the date on this Adventure Record, if you break any of the laws of Bissel (even if it appears that you are not being observed) while within the borders of the March you will be arrested at the next opportunity and punished as per the guidelines in the Bissel Gazetteer. Show this Enmity to each DM at the beginning of any adventure during this period.

➤ **Mist Dragonhide:** Your party has slain a dragon that attacked you in the Misty Hills and recovered its hide. You gain access (Frequency: Any) to purchase a single suit of masterwork armor (see below) crafted from this dragonhide, but without the normal double cost of dragonhide armor since you are providing the material. This suit is identical to normal dragonhide armor, except the wearer of this suit gains concealment (identical to a *blur* spell) whenever surrounded by mist or fog. Mark this benefit as USED once the armor has been purchased. The armor that can be crafted is: APLs 2, 4 – small hide armor; APLs 6, 8 – small or medium hide armor, small banded mail armor; APLs 10, 12 – small, medium, or large hide armor, small or medium banded mail armor, small half-plate armor.

TU

Starting TU

2 or 4 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:

- ❖ Elixir of Vision (Adventure; Dungeon Master's Guide)
- ❖ Wand of Detect Magic (CL 1<sup>st</sup>; Adventure; Dungeon Master's Guide)

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

- ❖ Elixir of Truth (Adventure; Dungeon Master's Guide)
- ❖ Elven Chain (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 1<sup>st</sup> Level Spell (Adventure; Dungeon Master's Guide)

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

- ❖ +1 Keen Rapier (Adventure; Dungeon Master's Guide)
- ❖ +2 Elven Chain (Adventure; Dungeon Master's Guide)
- ❖ Elemental Gem, Air (Adventure; Dungeon Master's Guide)

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

- ❖ Armbands of Might (Adventure; Complete Adventurer)
- ❖ Hat of Disguise (Adventure; Dungeon Master's Guide)
- ❖ Mithralmist Shirt (Adventure; Complete Arcane)

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

- ❖ +1 Keen Deadly Precision Rapier (Adventure; DMG/Complete Adventurer)
- ❖ Songblade (Adventure; Complete Adventurer)
- ❖ Wand of Dimensional Anchor (CL 7<sup>th</sup>; Adventure; DMG)

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

- ❖ +1 Flaming Longsword (Adventure; Dungeon Master's Guide)
- ❖ Ring of Blinking (Adventure; Dungeon Master's Guide)
- ❖ Ring of Protection +3 (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

Subtotal

GP

FINAL GP TOTAL