



This Record Certifies that



Played by _____ Player _____ RPGA # _____

Has Completed

BIS7-04 Dark Heart of the Forest
A Regional Adventure
Set in Bissel

Play Notes:

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



Adventure Record#
597 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

Event: _____ Date: _____
DM: _____ Signature _____ RPGA # _____

Cross out any game effects this character does not gain.

Bissel Military Commendation: The Great Army of Bissel hereby grants you a military commendation, as per the Bissel Meta-Activities Handbook.

Favor of the Guild of the Arcane Path: You have saved a mage of the Arcane Path, and the favor will be returned. This counts as an Influence Point with the Guild of the Arcane Path. It may be used to petition for membership to that metaorganization, as per the guidelines in the Bissel Meta-activities Handbook. Alternatively, you may spend it and 5,000 gp after an adventure set in Bissel to have a wish cast on your behalf. Mark this favor as USED when it is expended.

Foundation of the Forest: Research found in the Ur-Flan encampment indicates that the strange animal attacks and primeval forest are the result of energy radiating from Truelight, the capital of Nightwatch. This information will be of great use to the Great Army forces, as they try to reclaim the lost township.

Curious New Friends: Your presence at the Ur-Flan ritual has affected you and left some residual magic upon you. You gain a +2 enhancement bonus to all future Handle Animal checks. Additionally, if you have the ability to gain a familiar or animal companion, you may choose one of the following options:

Familiars:

- Sailsnake (MM4, requires Improved Familiar and arcane CL 5th or higher)
Squirrel (equivalent to rat)

Animal Companions:

1st Level or Higher
Dire Squirrel (equivalent to dire rat)

4th Level or Higher (Level -3)

- Dire Hawk (MM2)
Sailsnake (MM4)

7th Level or Higher (Level -6)

- Boar Topiary Guardian (MM3, but Int 2)
Dread Hibiscus (equivalent to assassin vine, but Int 2)
Phantom Fungus

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 (all of the following):

- Darkwood Shield (Adventure; Dungeon Master's Guide)

APL 4 (all of APL2 plus the following):

- Divine Scroll of Animal Growth (CL 9th; Adventure; DMG)
Divine Scroll of Summon Nature's Ally V (CL 9th; Adventure; DMG)
Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)

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

- +1 Keen Scythe (Adventure; Dungeon Master's Guide)
Boots of Speed (Adventure; Dungeon Master's Guide)
Elixir of Truth (Adventure; Dungeon Master's Guide)

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

- Dust of Dryness (Adventure; Dungeon Master's Guide)
Elemental Gem, Air (Adventure; Dungeon Master's Guide; Limit 3)
Dragonhide Plate (Adventure; Dungeon Master's Guide)

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

- Python Rod (Adventure; Dungeon Master's Guide)
Riverine Breastplate (Adventure; Stormwrack)

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

- Druid's Vestments (Adventure; Dungeon Master's Guide)
Ring of the Beast (Adventure; Complete Champion)
Riverine Full Plate (Adventure; Stormwrack)

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