



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
BIS8-04 Flailing in the Dark
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#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: RPGA #

Signature

RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

Favor of the Undying Light: You have helped the Mist Chameleons while adventuring with Father Sollus Illuminus, and they are in your debt. To aid you in the trials ahead, Father Sollus has given you a small trinket - a small glass orb on a string. The glass orb glows with an internal light, about as bright as a candle flame. As a standard action, you may shatter the orb to gain one (and only one) of the following effects:

- Cause a creature or object to glow as per a daylight spell for duration of 14 minutes.
Cause a creature or object to glow as per a glitterdust spell for duration of 14 rounds (Will DC 17 negates).
Cause a creature or object to gain negative energy resistance 20 for duration of 14 minutes.
Release a burst of positive energy, functioning as a turn undead attempt (1d20+5 turning check, 2d6+19 turning damage, destroys 7HD undead).
Release a burst of positive energy, healing all creatures within 30 feet of 1d8+14 hit points of damage (Will DC 20 half).
Cure a single creature of 4d8+14 hit points of damage (Will DC 23 half).

This counts as an influence point with the Mist Chameleon organization. Mark this favor as USED once it is consumed.

Favor of the Flittering Shadow: You have helped the Mist Chameleons while adventuring with Siraeth, and they are in your debt. To aid you in the trials ahead, Siraeth has given you a small trinket - a small glass orb on a string. The glass orb dances with internal shadows, and draws darkness towards it. The bearer gains a +1 circumstance bonus to Hide checks made in shadowy or dark areas. As a standard action, you may shatter the orb to gain one (and only one) of the following effects:

- Cause an object to radiate 20-foot darkness for duration of 140 minutes.
Cause a creature or object to gain darkvision 60' for duration of 14 hours.
Cause a creature or object to gain fire resistance 20 for duration of 14 minutes.
Affect a creature as if struck by enervation.
Travel instantly between two locations, as per dimension door. Both locations must contain at least shadowy darkness.
Transport yourself and up to 14 creatures as per a shadow walk spell (CL 14).

This counts as an influence point with the Mist Chameleon organization. Mark this favor as USED once it is consumed.

ITEMS FOUND DURING THE ADVENTURE

For each of the Orbs listed above the following applies: These effects may be targeted on an opponent with a melee or ranged touch attack. The orb is only expended if the attack hits. Once the orb is shattered, it becomes useless in all regards.

Cross off all items NOT found

- APL 2: Anklet of Translocation (Adventure; MIC), Scrying Beacon (Adventure; MIC)
APL 4 (all of APL 2 plus the following): Healing Belt (Adventure; MIC), Sending Stones (Adventure; MIC)
APL 6 (all of APLs 2-4 plus the following): Safewing Emblem (Adventure; MIC), Stench Stone (Adventure; MIC)
APL 8 (all of APLs 2-6 plus the following): Salve of Minor Spell Resistance (Adventure; MIC), Shadow Veil (Adventure; MIC)
APL 10 (all of APLs 2-8 plus the following): +1 Wounding Rapier (Adventure; DMG), Summoner's Totem (Adventure; MIC)
APL 12 (all of APLs 2-10 plus the following): Greater Crystal of Arrow Deflection (Adventure; MIC), Vanisher Cloak (Adventure; MIC)
APL 14 (all of APLs 2-12 plus the following): Greater Crystal of Glancing Blows (Adventure; MIC), Survival Pouch (Adventure; MIC)
APL 16 (all of APLs 2-14 plus the following): Helm of Wounding (Adventure; MIC), Mask of Mastery (Adventure; MIC)

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 Item

Subtract this value from your gp

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

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