



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

Home Region

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

DM: \_\_\_\_\_

Signature

RPGA #

Adventure Record#

598 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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 *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)

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

#### 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 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