



This Record Certifies that



Played by _____
Player _____ RPGA # _____

Has Completed
Old Friends and Fens
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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 4

max 1,350 xp; 1,200 gp

APL 6

max 1,800 xp; 1,600 gp

APL 8

max 2,250 xp; 2,500 gp

APL 10

max 2,700 xp; 4,200 gp

Cross out any game effects this character does not gain.

Influence Point with the Knights of the Watch

This PC possesses an influence point with the Knights of the Watch in Bissel. Please contact the Bissel triad for additional information.

Bissel Military Commendation

The PC (a member of the Bissel military) is awarded a joint commendation by the Brigadiers of Snake and Falcon Battles. Please contact the Bissel Triad for details.

Wilhelm's Spellbook

1st—[cause fear, chill touch, color spray, expeditious retreat, magic missile, shocking grasp]; 2nd—[bull's strength, darkness, ghoul touch, scare, spectral hand]; 3rd—[dispel magic, fireball, magic circle against good, summon monster III, vampiric touch]; 4th—[enervation, Evard's black tentacles, fear, summon monster IV].

Market Price: 470 gp; Weight: 3 lbs.

Dwarfblind

As thanks for your assistance dealing with the troll infestation in his area, Oz offers to sell your PC some dwarfblind stones he has lying around.

Dwarfblind stones are small stones treated with alchemical substances, giving them a faint, purple sheen. You can throw a dwarfblind stone as a grenadelike weapon. When it strikes a hard surface, it releases a burst of violet light. The light illuminates a 20-foot wide area for an instant and temporarily interferes with the darkvision of those caught in its effects. Creatures within a 10-foot radius of the stone's impact point must succeed on a Reflex save (DC 15) or lose their darkvision ability for 10 minutes. Dwarfblind has no effect on normal and low-light vision.

Market Price: 50 gp; Weight: 1 lb.

From Arms & Equipment Guide, page 34.

TU

Starting TU

2 OF 4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- ❖ Dwarfblind (Adventure, see above)

APL 6 (all of APL 4 plus the following)

- ❖ Wand of Color Spray (Adventure, 1st level caster, DMG)
- ❖ Wilhelm's Spellbook (Adventure, see above)

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

- ❖ +2 Bastard Sword (Adventure, DMG)

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

- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ +1 Shock Heavy Mace (Adventure, DMG)

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

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

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