



This Record Certifies that



Play Notes:

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



Adventure Record#
595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by

Player

RPGA #

Has Completed
BIS5-05 Strange Bedfellows
A Regional Adventure
Set in Bissel

Event: Date:

DM: Signature RPGA #

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

Cross out any game effects this character does not gain.

Insanity - Curiosity Compulsion: This PC has looked upon the Rune of Melkyor, and it has had a strange effect on his mind. From this point forward this PC has the irresistible urge to open every door within 15 feet. Even in times of great stress or peril, the PC will ignore his own survival in order to satiate this compulsion. While the PC may recognize that opening every door is senseless, the need to perform this action is overpowering, and lasts for 1d10 rounds after approaching such a door. Each round that the PC openly resists the urge to carry out his compulsion, he must succeed at a Will save (DC 12) or do nothing else but throw open the door. If the door is locked then another saving throw is allowed. The compulsion extends to the doors of private residences in common urban environments, prison cell doors; any door is subject to the PC's obsession. It does not extend to gates, portcullises, or other similar portals, though a PC may feel compelled to open these to get at a door he can see beyond them. The Curiosity Compulsion can be removed by the arcane versions of remove curse (CL 15th or higher) or break enchantment (DC 29), or by a miracle or wish spell. Also, a PC with the Curiosity Compulsion is counted as having met all the requirements for joining the Cult of the Daring Feat metaorganization, regardless of alignment, deity worshipped, etc.

Reprimand: Whether you were being reckless, disrupting ceremonial events, or endangering the lives of the guests in an unnecessary way, Baron Rashedra has issued a reprimand on this PC. For PCs that are members of the Great Army, this reprimand negates one Military Commendation and may result in demotion. All other PCs must pay 200 gp in tribute as an apology.

Mission Accomplished: For accomplishing the special instructions issued by your metaorganization, your superiors arrange access to some special rewards. This favor grants regional access to either a badge of valor (Complete Adventurer) or a medal of gallantry (Complete Adventurer).

Bissel Military Commendation: For valiant defense of the gentry present at Besselar Keep, the Great Army of Bissel hereby grants you a military commendation. Please contact the Bissel Triad for more information.

Re-gift: As thanks for helping them, Baroness Besselar and Baron Rashedra will allow this PC to purchase one of the Srinivan Steeds that was given to them as a wedding gift. A Srinivan Steed is a light warhorse (as Monster Manual, page 274) except as follows: a Srinivan Steed has 33 hit points and the Handle Animal DCs are 10 less to push the animal to Hustle or go on a Forced March. The owner of a Srinivan Steed gains a +2 circumstance bonus on Bluff, Diplomacy, and Gather Information checks when dealing with the Bakluni of the Horsehills Barony of Bissel. If the horses' original owner, Baron Azad Srinivasan, were to find out how this PC came by this horse, it could be potentially embarrassing for all involved.

Thank You Card: This PC has brought a gift to the newly married couple and exactly 3 TUs after this adventure, a page hand-delivers to the PC a finely made parchment on which the following text is written in gold leaf: "Cainlan and I wish to express our deepest gratitude to you for helping us celebrate our recent nuptials with your welcome attendance. In addition, your gift of (insert description of gift here) has greatly brightened our new joint life. May the gods bless you in all you do. Signed, Baroness Jasmine Besselar." This entitles the PC to free Luxury Lifestyle during any one adventure set in the March of Bissel, as the PCs are invited to stay at Besselar Keep. Mark this favor as USED once it is expended.

Thieves Tools of Silence: This PC had a peaceful encounter with the Cult of the Daring Feat, and, as a result, he may now purchase these tools from them. This set of gear functions in all respects like a set of masterwork thieves' tools (+2 circumstance bonus on Disable Device and Open Lock checks), except that they are covered in a permanent silence effect extending to a radius of six inches, negating any noise that such activities might generate. Faint Illusion (Glamer); CL: 3rd; Prerequisites: can't be crafted.; Market Price: 2,100 gp. Weight: - lbs.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Alchemical Items: Blend Cream, Catstink, Freeglide, Healer's Balm, Lockslip Grease, Softfoot, Suregrip (Regional; Complete Adventurer)
Dust of Tracelessness (Adventure; Dungeon Master's Guide)
Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
Thieves Tools of Silence (Regional; See Above)

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

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

- Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)

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

- +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
Dust of Illusion (Adventure; Dungeon Master's Guide)
Ring of Sustenance (Adventure; Dungeon Master's Guide)

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

- +1 Glamered Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
+1 Thundering Scimitar (Adventure; Dungeon Master's Guide)
Circlet of Persuasion (Adventure; Dungeon Master's Guide)

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

- Toun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)
Liquid Embers (Adventure; Planar Handbook)
Ring of Free Magic (Adventure; Planar Handbook)
Sacred Scabbard (Adventure; Complete Warrior)

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