



This Record Certifies that



Played by _____
Player _____ RPGA # _____

Has Completed
BIS6-01 Splitting Heirs
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 _____



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

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.

↗ **Enmity of Kynneret:** You have been blamed for the riots in Ellis, and, to make matters worse, you did not produce a murder suspect in your investigations. You receive a -2 penalty to all Cha-based checks made with the citizens of the Barony of Kynneret. Furthermore, all citizens of this barony also begin with an Attitude one category lower than normal for the purposes of Diplomacy checks.

↗ **Hatred of House Lendel:** You have helped arrest the matriarch of House Lendel, a heavily politically-connected family. If you currently possess any favors or influence with House Lendel, they are voided immediately. For a period of one year from the date on this Adventure Record, you suffer a -2 penalty to all Cha-based checks with government officials in Bissel.

↗ **Hatred of House Grinwell:** You have helped arrest the heir of House Grinwell, a powerful merchant family. If you currently possess any favors or influence with House Grinwell, they are voided immediately. For a period of one year from the date on this Adventure Record, you suffer a -2 penalty to all Cha-based checks with merchants in Bissel.

↗ **Hatred of House Elenann:** You have helped arrest the patriarch of House Elenann, a strong military-connected family. If you currently possess any favors or influence with House Elenann, they are voided immediately. For a period of one year from the date on this Adventure Record, you suffer a -2 penalty to all Cha-based checks with paladins and military officers in Bissel.

● **Favor of House Lendel:** You have helped exonerate the matriarch of House Lendel, a heavily politically-connected family. This favor counts as an Influence Point with House Lendel. You may spend this favor during a Bissel regional adventure to receive free Luxury Upkeep and the free casting of a single *heroes' feast* spell (CL 11th) for your party. Alternatively, you may spend this favor AND any one other Influence Point to gain an Influence Point with any one government official (such as a Baron or the Regent) of Bissel. Mark this favor as USED once it has been spent.

● **Favor of House Grinwell:** You have helped exonerate the heir of House Grinwell, a powerful merchant family. This favor counts as an Influence Point with House Grinwell. You may spend this favor to gain access (Frequency: Adventure) to purchase any one legal armor or weapon upgrade from the Dungeon Master's Guide of +1 bonus equivalency. Alternatively, you may spend this favor to reduce the cost of one magic item purchase made directly after a Bissel regional adventure by 10%. Mark this favor as USED once it has been spent.

● **Favor of House Elenann:** You have helped exonerate the patriarch of House Elenann, a strong military-connected family. This favor counts as an Influence Point with House Elenann. During any adventure set in Bissel, you may spend this favor to receive a free casting of the *remove curse* spell (CL 17th) upon a single party member. Alternatively, you may spend this favor to receive a Bissel Military Commendation. Mark this favor as USED once it has been spent.

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:

- ❖ Adamantine Arrow (Adventure; Dungeon Master's Guide)
- ❖ Stonebreaker Acid (Adventure; Arms & Equipment Guide; Limit Two)
- ❖ Vial of Poison, Alfora (Adventure; A&EG; Limit Two)

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

- ❖ Moonsilver Shard (Adventure; A&EG; Limit Two; Price: 250 gp)
- ❖ Sleep Arrow (Adventure; Dungeon Master's Guide)
- ❖ Vial of Poison, Oil of Taggit (Adventure; DMG; Limit Two)

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

- ❖ +1 Holy Composite Longbow, +4 Str Bonus (Adventure; Dungeon Master's Guide)
- ❖ +1 Holy Scimitar (Adventure; Dungeon Master's Guide)
- ❖ Arrow of Eyes (Adventure; A&EG; Limit Two; Price: 2,047 gp)
- ❖ Emerald Caltrops (Adventure; A&EG; Limit Two; Price: 401 gp)
- ❖ Vial of Poison, Carrion Crawler Brain Juice (Adventure; DMG; Limit Two)

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

- ❖ Heward's Handy Haversack (Adventure; Dungeon Master's Guide)
- ❖ Summoning Arrow (Adventure; A&EG; Limit Two; Price: 500 gp)
- ❖ Vial of Poison, Giant Wasp Poison (Adventure; DMG; Limit Two)

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

- ❖ Arrow of Disintegration (Adventure; A&EG; Limit Two; Price: 3,347 gp)
- ❖ Bracers of Armor +2 (Adventure; Dungeon Master's Guide)
- ❖ Ring of Magic Fang (Adventure; Arms & Equipment Guide)
- ❖ Vial of Poison, Purple Worm Poison (Adventure; DMG; Limit Two)

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

- ❖ Greater Slaying Arrow, Human (Adventure; Dungeon Master's Guide)
- ❖ Vial of Poison, Anemis (Adventure; A&EG; Limit Two)
- ❖ Winged Boots (Adventure; Dungeon Master's Guide)

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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items _____

Subtract this value from your gp value