



This Record Certifies that



Play Notes:

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



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

Played by _____

Player

RPGA #

Has Completed
BIS6-03 Back Taxes

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.

Shrine of Fharlanghn: You have found a forgotten wayside shrine in the middle of the mysterious woods of Nightwatch and spent some time restoring it. Any time you travel through this area, you can choose to rest at the shrine. A blessing upon the shrine prevents you from being surprised by enemies while you sleep there.

Zen of the Drunken Masters: You have caught the eyes of the monks of the Medig's Hill Monastery. If you expend 2 additional TUs training and meditating with them, you gain a permanent +1 resistance bonus on all Fortitude saves against imbibed poisons. Afterwards, you may spend an additional 2 more TUS with the monks to satisfy the special requirement of the Drunken Master prestige class.

Dwarven Drinking Stein: You have beaten the entire Medigkin Clan, brewers of Barrier Brew in a drinking contest - a truly impressive feat. The dwarves have presented you with this ornate pewter tankard as a souvenir.

Influence with the Medigkin Clan: You have helped a dwarf become Clan Elder. This influence counts as a permanent Influence Point with the Medigkin Clan.

Favor of Medor Medigkin: You have supported Medor in his efforts to become Clan Elder. Medor grants you shares in the Medig's Hill Brewing Company. After any adventure set in Bissel, roll 1d10 and consult the following table:

- 1. Dry Spell: Pay 100 gp to cover losses or lose this favor.
2. Rough Spell: Pay 50 gp to cover losses or lose this favor.
3-4. Break Even: No gain or loss.
5-7. Business Fair: Sales have been good; collect 50 gp.
8-9. Business Good: Sales have been remarkable; collect 100 gp.
10. Business Great: Sales have been outstanding; collect 200 gp.

Favor of Medib Medigkin: You have supported Medib in his efforts to become Clan Elder. You may spend this favor to gain access (Frequency: Adventure) to any one mithral weapon from the PHB. Mark this favor as used when it is spent.

Favor of the Exchequer: Due to the exemplary work you have done, the Exchequer has agreed to use his influence to your benefit. You may expend this favor after any adventure set in Bissel to earn 50% more gold from the items you have found during that adventure. You may not keep gold that exceeds the cap for the adventure, but you may spend the excess as over-the-cap gold, as per the LGCS. Mark this Favor as USED when it is expended.

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:

- Dwarvencraft Warhammer (Adventure; Races of Stone)
Mithral Heavy Shield (Adventure; Dungeon Master's Guide)
Wand of Enlarge Person (CL 1st; Adventure; Dungeon Master's Guide)

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

- +1 Mithral Heavy Shield (Adventure; Dungeon Master's Guide)
Arcane Scroll of Animal Growth (CL 9th; Adventure; Dungeon Master's Guide)
Ring of Climbing (Adventure; Dungeon Master's Guide)

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

- +1 Dwarvencraft Warhammer (Adventure; Races of Stone)
Elemental Gem, Earth (Adventure; Dungeon Master's Guide)
Headband of Conscious Effort (Adventure; Complete Adventurer)

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

- Circlet of Blasting, Minor (Adventure; Dungeon Master's Guide)
Goggles of Night (Adventure; Dungeon Master's Guide)
Ring of Climbing, Improved (Adventure; Dungeon Master's Guide)

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

- +1 Animated Mithral Heavy Shield (Adventure; Dungeon Master's Guide)
+1 Bane (Elf) Dwarvencraft Warhammer (Adventure; Races of Stone)
Belt of Dwarvenkind (Adventure; Dungeon Master's Guide)
Large Items: +1 Chain Shirt, +1 Battleaxe, Javelin (Adventure; DMG)

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

- Dwarven Plate (Adventure; Dungeon Master's Guide)
Gauntlet of the Dwarven Forge (Adventure; Complete Warrior)
Rod of Metal and Mineral Detection (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

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
Subtotal

GP
FINAL GP TOTAL