



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
BIS6-04 Face of Copper
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.

➤ **Parish Connection:** A current member of the Church of Fharlanghn, Geshtai, Rao, Zilchus or Order of the Serene Thought metaorganization at the beginning of this adventure, you have done a great service by helping to solve the dispute at Lake Hasra.

Connections in your organization (for Church members) grant you access (Frequency: Regional) to purchase the following items: *vest of resistance* +1 to +3 (Complete Arcane), *cloak of charisma* +4, *wand of silence* (CL 3rd). You also gain access to the Sanctify Water feat (Stormwrack).

Connections in your organization (for the Order of the Serene Thought members) grant you access (Frequency: Regional) to purchase the following items: *vest of resistance* +1 to +2 (Complete Arcane), *brooch of shielding*, *ioun stone* (dusty rose prism), *ring of force shield*. You also gain access to the Curling Wave Strike feat (Stormwrack).

➤ **Honor Among Thieves:** A current member of the Thieves Guild of Dountham metaorganization at the beginning of this adventure, you have made contact with the Copperhead faction of the guild, who grant you access (Frequency: Regional) to purchase the following items: *mithral chain shirt*, +1 to +3 *mithral chain shirt*, *brooch of shielding*, *ring of force shield*. You also gain access to the Aquatic Shot feat (Stormwrack).

➤ **Favor of Mehri la'Feyvim:** You have saved the life of Waterbearer Mehri la'Feyvim, and she is eager to help you in the future. If your PC becomes infected with the *Mark of the Black Hand*, then you can spend this favor to move your PC back to Stage 1 of the disease no matter which stage you are currently at. Mark this favor as USED when it is expended.

➤ **The Necro-Maglona:** These strange scrolls detail a number of horrid necromantic rituals and are likely written in Evard's own hand. By spending 2 additional TUs to study these scrolls, you gain access to one of the following feats: *Black Lore of Moil* (Complete Arcane) or *Tomb-Tainted Soul* (Libris Mortis). You must keep the scrolls with you at all times if you wish to use the benefits of these feats. As an alternative, you can turn in these scrolls over to the Nightwatch as proof of your fervent hatred for necromancers. In return, the Nightwatch offers you special training. By spending 2 additional TUs studying with Nightwatch officers, you gain access to one of the following feats: *Sacred Vitality* or *Energize Spell* (Libris Mortis). Market Price: 400 gp. Weight: —.

➤ **Illumian Translation of March Palantine:** This strange book seems to be a copy of the famous history of Bissel translated into the complex language of the Illumians. By spending 2 additional TUs, you may spend skill points to learn the Speak Language [Illumian] skill. Market Price: 200 gp; Weight: 3 lbs.

➤ **Sued:** In direct violation of your non-disclosure clause, you have informed notable authority figures of specific instances that occurred aboard a ship operated by the Shaela River Trading Company — which then formally brings suit against you before a lawful magistrate. You immediately lose 2 additional TUs and 200 gp in punitive damages unless you succeed at a Diplomacy check (DC 25), in which case you only lose 1 additional TU (no gp loss).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Illumian Translation of March Palantine (Adventure; See Above)
- ❖ The Necro-Maglona (Adventure; See Above)
- ❖ Vest of Resistance +1 (Adventure; Complete Arcane)

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

- ❖ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)

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

- ❖ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Vest of Resistance +2 (Adventure; Complete Arcane)
- ❖ Wand of Cure Light Wounds (CL 1st; Adventure; Dungeon Master's Guide)
- ❖ Wand of Inflict Light Wounds (CL 1st; Adventure; Dungeon Master's Guide)

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

- ❖ +2 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Brooch of Shielding (Adventure; Dungeon Master's Guide)

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

- ❖ +1 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Animate Dead (CL 7th; Adventure; Dungeon Master's Guide)
- ❖ Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- ❖ Wand of Silence (CL 3rd; Adventure; Dungeon Master's Guide)

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

- ❖ +1 Keen Falchion (Adventure; Dungeon Master's Guide)
- ❖ +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ❖ +3 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)
- ❖ Ring of Force Shield (Adventure; Dungeon Master's Guide)
- ❖ Vest of Resistance +3 (Adventure; Complete Arcane)

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

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

TU

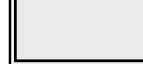
Starting TU

1 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