



# This Record Certifies that



Played by \_\_\_\_\_  
Player RPGA #

**Has Completed**  
BIS7-02 Caravan  
**A Regional Adventure**  
**Set in Bissel**

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_ Signature RPGA #

**Play Notes:**  
 Gained a level  
 Lost a level  
 Ability Drained \_\_\_\_\_  
 Died  
 Was raised/res'd  
 Was reincarnated  
\_\_\_\_\_  
\_\_\_\_\_  
Home Region \_\_\_\_\_

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

**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.

• **Bissel Military Competition:** The Great Army of Bissel hereby grants you a military commendation, as per the Bissel Meta-Activities Handbook.

• **Favor of the Church of Pelor:** You have completed a task of note within the church. Your contacts there will be very interested in keeping you working for them for as long as possible: Spend this favor to receive a *raise dead* or *resurrection* spell for only the cost of the material component. Mark this favor as USED when it is spent.

• **Favor of Baron Valiserat:** For defeating an enemy operative within Bissel and returning proof of his ties to Ket, you have earned a special reputation for daring and thoroughness. Baron Valiserat will not forget this.

• **Favor of Baron Helinaut:** Baron Helinaut is elated with the recent notes returned and the details they could shed on the Nightwatch forests. Spend this favor to receive access (Frequency: Adventure) to one of the following weapon special ability upgrades (circle the upgrade selected): *bane (plant)*, *shocking*, or *shocking burst*. Mark this favor as USED when it is spent.

• **Military Inquest:** After your failure in this mission, the Bissel Military is performing an official inquest on your current ability to discharge duties assigned to you. During this time, lifestyle costs in Bissel are doubled. If you do not normally pay lifestyle costs because of a Bissel metaorganization membership, the benefit from that org is temporarily rescinded and normal upkeep must be paid. The inquest will take 26 TUs to be completed.

TU

Starting TU

**I Or 2** TU

TU Cost

- TU

Added TU Costs

TU REMAINING

## ITEMS FOUND DURING THE ADVENTURE

(Cross off all items **NOT** found)

APL 2 (all of the following):

- ❖ Masterwork Holy Water Sprinkler (Adventure; Libris Mortis)
- ❖ Quickflame (Adventure; Complete Adventurer)
- ❖ Weapon Capsule Retainer (Adventure; Complete Adventurer)

APL 4 (all of APL2 plus the following):

- ❖ Catstink (Adventure; Complete Adventurer)
- ❖ Darkwood Light Shield (Adventure; Dungeon Master's Guide)
- ❖ Panic Button, Retreating (Adventure; Complete Scoundrel)

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

- ❖ +1 Darkwood Light Shield (Adventure; Dungeon Master's Guide)
- ❖ +1 Flaming Battleaxe (Adventure; Dungeon Master's Guide)
- ❖ Acid Neutralizer (Adventure; Dungeonscape)

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

- ❖ +1 Holy Water Sprinkler (Adventure; Libris Mortis)
- ❖ Divine Scroll of Raise Dead (CL 9<sup>th</sup>; Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Quicken, Lesser (Adventure; Dungeon Master's Guide)

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

- ❖ +2 Darkwood Light Shield (Adventure; Dungeon Master's Guide)
- ❖ +1 Flaming Burst Battleaxe (Adventure; Dungeon Master's Guide)
- ❖ Alchemical Tooth (Adventure; Complete Scoundrel)

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

- ❖ +1 Disrupting Holy Water Sprinkler (Adventure; Libris Mortis)
- ❖ Divine Scroll of Animate Snow (CL 11<sup>th</sup>; Adventure; Spell Compendium)
- ❖ Metamagic Rod, Quicken (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 ½ 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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL